THE ONLY MAGAZINE WITH A PLAYABLE PLAYSTATION 2 DEMO DISC

ZIFF DAVIS MEDIA

APRIL 2002
ISSUE 55

OFFICIAL U.S. PlayStation MAGAZINE

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TREASURE'S TINY TOONS

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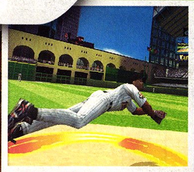

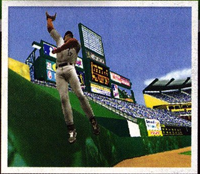

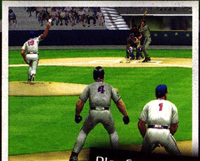

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— GamePro May 2001

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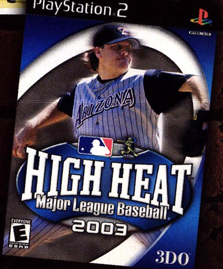
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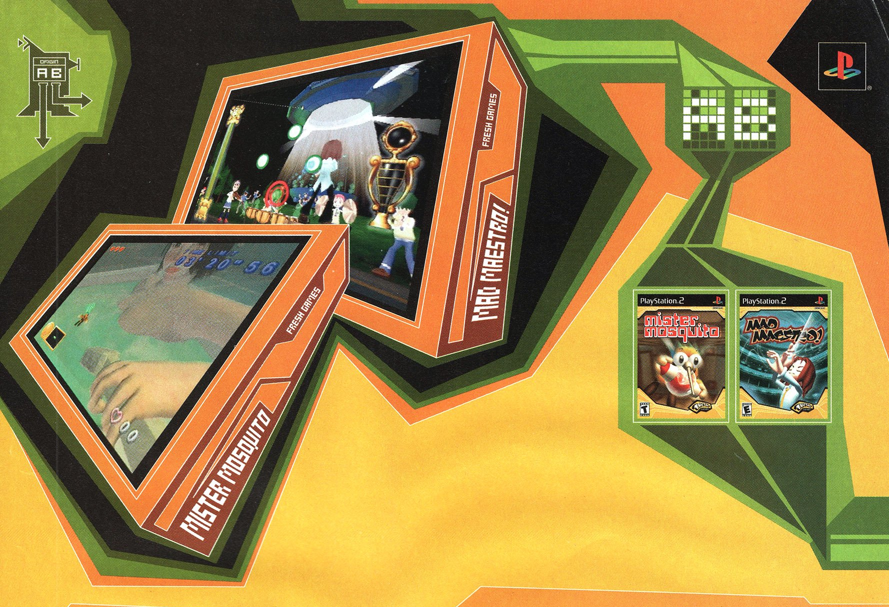
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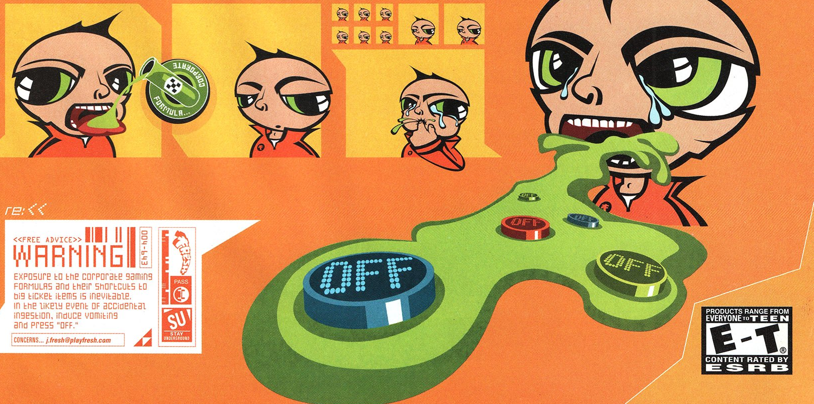
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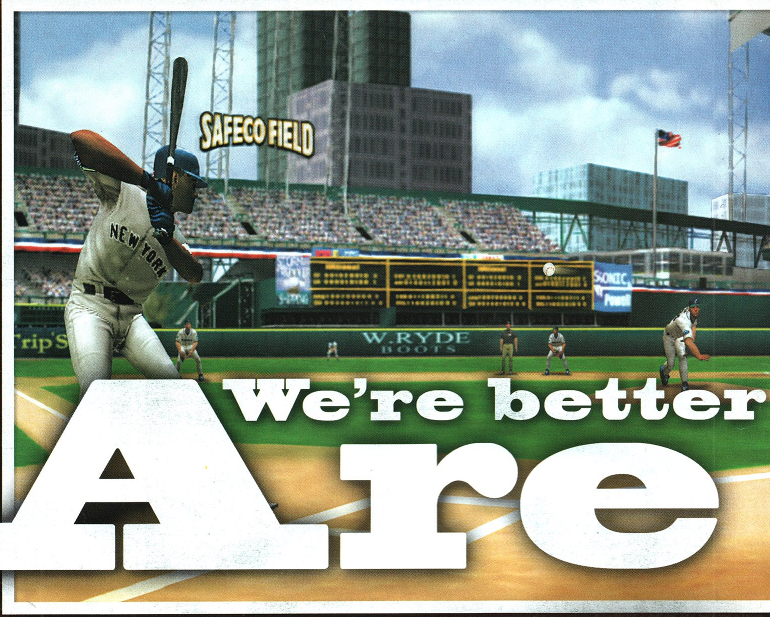

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ALL PS2 ALL THE TIME

John Davison
Editor in Chief

Those of you lamenting the content of our PS one demo discs recently will be relieved to know that as of this month we're switching to a PS2 demo disc every month. This is fantastic news, as in the coming months we'll be able to bring you fantastic playable demos of games that are coming out soon and then supplement them with documentary-style features to take you behind the scenes at game developers and see things being worked on before they're out.

PS one owners, I'm sure, have already dropped this copy of the magazine in anger and are rushing to their computers to e-mail me a virulent note about how much I suck, and how they buy the *Official U.S. PlayStation Magazine* for PS one content. Unfortunately, there's very little we can do about this now. The PS one, while still an incredibly popular and wonderful system, has been with us for nearly seven years now. Very few developers and publishers are supporting it anymore, so to be honest, if we kept doing PS one demo discs, you'd probably hate them too...and still e-mail me to tell me that I suck, just like the PS2 owners have been doing every other month since September. There are only so many times that the Grind Session demo can appear before we all start to wonder if maybe the well is running a little dry. We'll still cover the system in the pages of the magazine, of course. We're not ditching it altogether.

So, all hail the new age. The PS2 is going to have an incredible year in 2002, and with the new monthly PS2 demos, this is the best place to see stuff first.

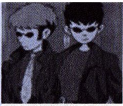
About our contributors

ZOE FLOWER

Zoe is a multimedia superstar. She works for us, she makes TV shows, she produces rock videos, she's an animator and illustrator, she makes very cool Web sites, and she somehow has time to play games as well. www.zoeflower.com

MICHAEL SEXTON

The last time we sent Michael Sexton out on a photo shoot, he got to spend a day in a cave with Lara Croft (November '99). This month's model, VC's Greg Thomas, might not be as fetching as Angelina, but he can shoot a three-pointer better than Michael. Sexton, that is.

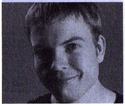


PENNY ARCADE

There is funny, there is hysterical, and there's in between. The fine gentlemen at Penny Arcade manage to capture all three. Read this month's contribution, go to their Web site for even more, then order their book. www.penny-arcade.com

RYAN LOCKHART

As gangly as he is witty, Ryan works his magic at 7 Studios, where he hopes to "save the game industry from the inside out." Formerly an *EGM* staffer, Ryan spends his free time helping the elderly cross the street.

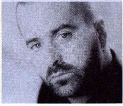


JEANNE KIM

Best known for her work on *EGM*, Jeanne pitched in on our Barbarian preview. Her stats include: 15 strength, 19 dexterity, 15 constitution, 13 intelligence, 11 wisdom, 9 charisma. She's working on those last three.

PAUL SEMEL

This month "The Hound" returns to *OPM* having scored yet another notch on his celebrity belt. This time he settles in with the breezy Matthew Lillard. Paul has written for *Lemonade, Vibe, Code* and *RollingStone.com.*



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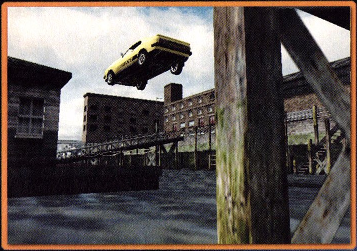

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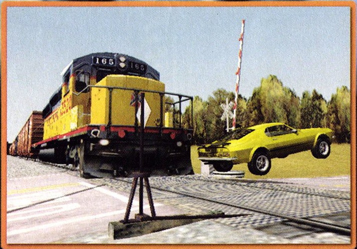

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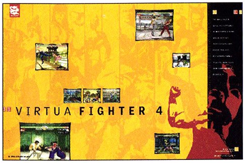
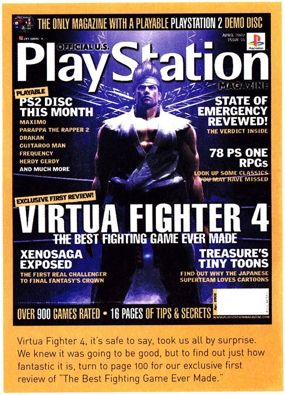


Virtua Fighter 4 • 92

Theeeeey're back. After having to settle for Tekken Tag and nothing else for far too long, the PS2 fighter revolution is upon us. We feature VF4, which will knock, punch, and reverse round-house your socks off.



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HERDY GERDY
AND MUCH MORE

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78 PS ONE RPGs
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EXCLUSIVE FIRST REVIEW!
VIRTUA FIGHTER 4
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Virtua Fighter 4, it's safe to say, took us all by surprise. We knew it was going to be good, but to find out just how fantastic it is, turn to page 100 for our exclusive first review of "The Best Fighting Game Ever Made."

RPG Role Call • 48

There are a lot of RPGs out there, so many that you've probably lost count. That's why we take a detailed look at every single RPG on the PS one. Plus, find out what kind of RPGamer you are!

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If you thought we delivered a jam-packed strategy section before, strap on your seatbelt for our new Replay section. You won't believe your eyes.

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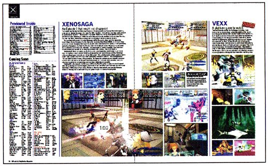

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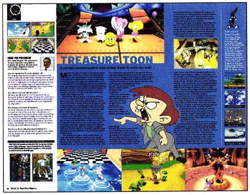
This month we get all hands-on and stuff with Star Wars: Jedi Starfighter, see Capcom's deliciously cel-shaded racer Auto Modellista in action, bust out screens of Onimusha 2, and learn a thing or two from the Japanese with Mr. Mosquito (formerly Ka) and Mad Maestro.



Treasure • 54

If you haven't heard of Treasure, you soon will. Known for making unique games without the fortune of commercial success, Treasure's readying to launch their first surefire hit, Tiny Toons Adventures: Defenders of the Loonyverse.

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Is Maximo as good as it was supposed to be? Find out for yourself on our hot PS2 demo disc.

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We're not that exciting without your 2¢. Send us an e-mail at **OPM@ziffdavis.com** when you can.

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Tidbits, knick-knacks and more news than your mind can contain, plus every RPG ever made.

Replay • 110

If you've played GTA3, you've wished there was a map. Now, in our new Replay section, there is.

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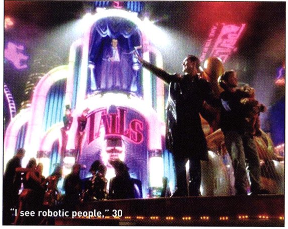
Anagrams of top games, Ico's watermelon and the best issue of Modern Pirate we've ever seen!



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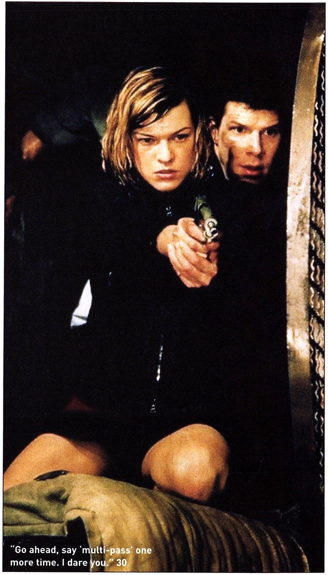

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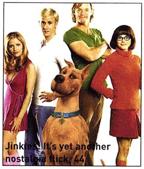

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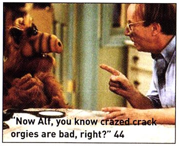

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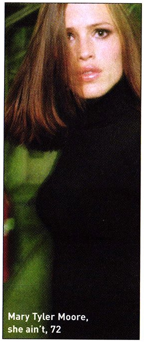

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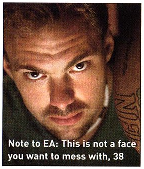

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ROCKET BURGER

Official U.S. PlayStation Magazine
Issue 55
NTSC U/C
DVD
RP-M
PlayStation 2

PS2 4 LIFE

You've begged, you've pleaded, and finally we'll deliver a PS2 demo disc and only a PS2 demo disc from here on out. This month we let you decide if Maximo is overhyped, if PaRappa 2 is underappreciated, and if the new High Heat is the best baseball on PS2.

We also deliver a Virtua Fighter 4 video that'll have you storming your local gaming store, and a Tony Hawk 3 download that unlocks everything.

PLAYABLE:

Maximo • Soul Reaver 2 • PaRappa the Rapper 2 • Frequency • Gitaroo Man • Airblade • Shaun Palmer's Pro Snowboarder • Drakan: The Ancients' Gates

HIGH HEAT MLB 2003

There's no better baseball game this year, but we thought you should see for yourself.

VIDEO:

Virtua Fighter 4 • Grand Theft Auto III • Smuggler's Run 2 • Herdy Gerdy

DOWNLOADS:

- Kinetica — All tracks, characters unlocked
- Tony Hawk's Pro Skater 3 — All characters, boards, levels unlocked

BEHIND THE SCENES:

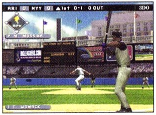
Blood Omen 2 • PS2 Truck Team

COOL MOVES

Portal Runner — Water Arrows • Twisted Metal: Black — Unlocking Manslaughter; Unlocking the Elevators level • Kinetica — Electrica 2; Cliff Hanger • Godai: Elemental Force — Combining Magic

CELEBRITY GAMER: DJ QBERT

This month *PlayStation Underground* caught up with DJ Qbert at the Octagon. Find out who he uses when he plays Twisted Metal: Black, where he plays games, his burning desire to do a phat track for the next WipeOut, and information on a new movie featuring his slick beats.



Gustavo Vergara
Manager - PlayStation Touring Attraction

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Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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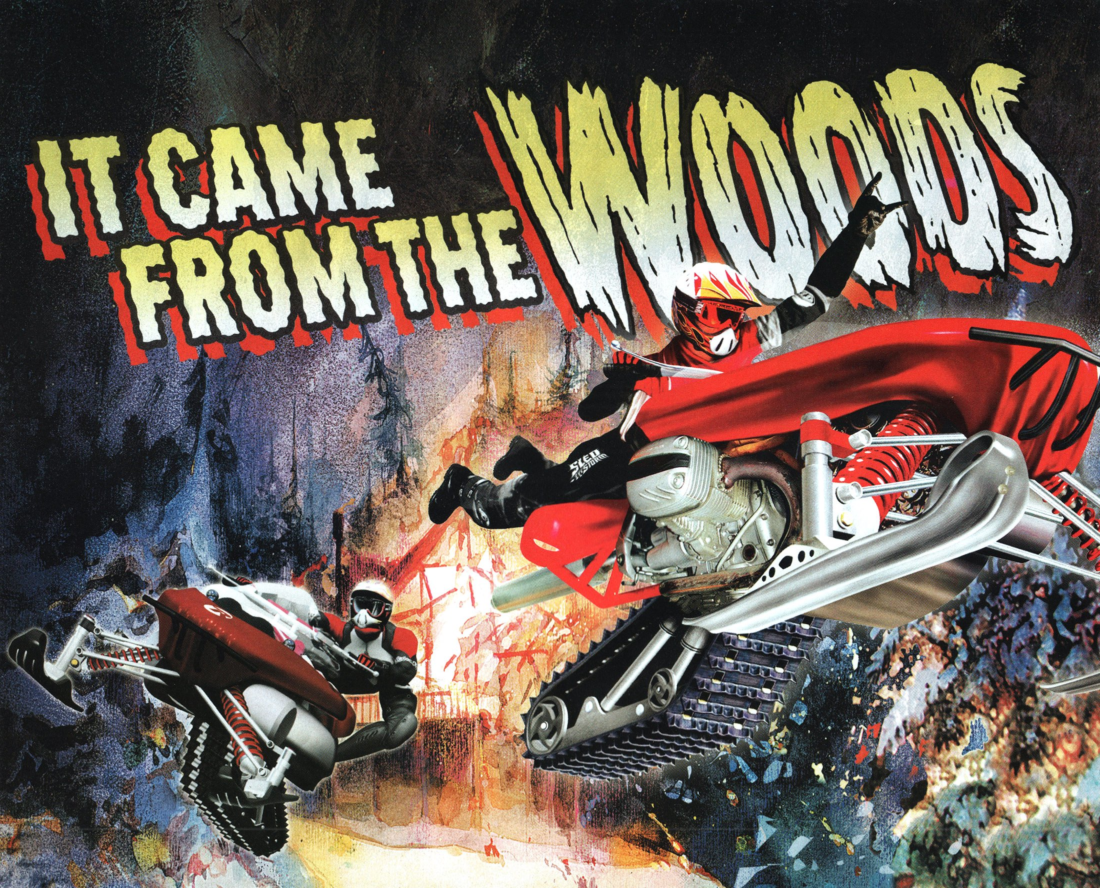
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Terror has a NEW FACE. An 800 hp MOTORIZED MOUNTAIN MONSTER.
And you're STRAPPED to the SEAT. Can you tame THE BEAST?
Who will survive? AND WHAT WILL BE LEFT OF THEM?

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Suggestive Themes

PlayStation®2

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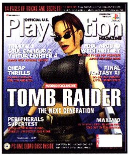
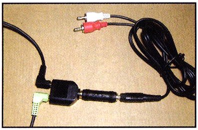


Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

Sound Problem

I have a big problem. In issue 53, page 38, there's a section called "Home theater for any budget." It talks about upgrading sound systems so we can get the most out of our PS2. I followed the suggestion in that article and bought a "Logitech Z-560 THX (certified 4.1 surround sound and speakers)" only to find out that it can't be connected to the PS2. The Z-560 has an audio input cable (green and black plugs) to connect to a computer. How would you connect that to the PS2 or TV? Did you guys make a mistake? Please reply soon so I know if I need to return the system.

"John"
PHUCNGO@msn.com



We got a few questions about this, so we checked with our home-theater expert (and writer of this piece), Peter Suciu. Here's what he said: "This is where my experience as an audiophile might just take some things for granted. I did use this system with a TV and PS2 and it sounds fantastic. However, I had to use two Y-adapters to do so. Ten to 15 dollars at RadioShack will get the gentlemen going.

"This can be done several ways. The most basic way requires that you convert the green cable connector from the PC minijack size to the standard RCA/audio connector, with a normal adapter. It's a stereo cable so you can then use a Y-adapter to split it to left and right.

"The black cable doesn't even need to be used to get simulated surround sound—but you can further enhance the sound by using *two* Y-adapters. In this setup, you use the first Y-adapter to combine the input of the green and black cables. Then you connect to a second Y-adapter to resplit them for a deeper surround-sound effect. Then you connect a cable that is mini-PC on one end and RCA/stereo audio on the other, and you're in business."

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QUESTION OF THE MOMENT

Last month we asked which fighting games you're looking forward to. Next, tell us what you think of State of Emergency. E-mail us at OPM@ziffdavis.com. Mark your notes SOE.

So far I can't wait for Tekken 4. I was thinking, though, wouldn't it be much cooler if they made a fighting game with a storyline? Sort of like The Bouncer except not so sh–tty?

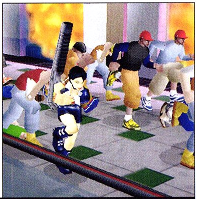
Kris Wysong
holyh2o
@bellsouth.net

I am a big Soul Calibur fan, and I believe the second one looks spectacular.

Scott Thomas
setzervalentine
2001@hotmail.com

Hands down, I'm looking forward to the new Mortal Kombat game. Sure Tekken and VF will be impressive, but MK has always had the best characters.

Crimelord48
@Earthlink.net



Letter of the Month

All of my friends, and I mean every one of my friends, are stoked about the chance to play Rockstar's State of Emergency. They read everything in *OPM* and online and they're constantly talking about it.

Which is fine. Talking about games is one of my favorite things. But my concern is this: Can State of Emergency live up to: a. the hype, and b. the legendary standards set by Grand Theft Auto III? I'm 17, and GTA3 is my favorite game. By far. I hardly play anything else. I know a lot of people are going to freak about SOE because people are getting blown to bits and people are blowing up shopping malls (which is good, anyway), but I don't care about the violence. Violent games are fine. My concern is that a lot of people are going to buy SOE on GTA3's reputation and will be savagely disappointed.

My friends now say they'll buy ANY Rockstar game because of GTA3. But I feel like I'll only buy any *GTA* game in the future (not those crappy PS one games). Am I just an idiot? Should I get onto the mall-smashing bandwagon ASAP? Tell me, *OPM*. Save me from public humiliation.

Steve Sommers
Miami, FL

It's your friends, and not you, who should be worried about this possible "public humiliation." Rockstar has indeed been on a roll lately, and they deserve all the credit, good will and sales they've been racking up. But love should never be blind, as is the case sometimes when a developer puts out a string of great games—capping off with the brilliant, beloved GTA3. Check out our review of SOE in this issue, and you'll see that it's clearly no GTA3. Save your money and just rent it if you're curious.

Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms.

- **Blitzball.** Early feedback was mixed on this complex minigame, but the more people play Final Fantasy X, the more they seem to like blitzball. *OPM* reader Corey Adams (me2000ca@hotmail.com) sums it up best: "While I hated blitzball so much at first, after I got a decent team I got so addicted to it I've probably played blitzball for about 10 to 15 hours."

- **Tomb Raider: Next Generation.** Even hardcore Lara Croft fans had burnt out on this series, but after reading last month's feature, the passion was revived. "Let me just say that when I first heard that yet another Tomb Raider was scheduled to come out, I physically cringed," Technocrat posted on our board. "I thought, 'Oh, boy, could we just beat this franchise any further into the ground?' But after reading the article and especially after hearing about the way it will be styled and the way the graphics looked, I must say that I am as eager to see this New Lara as I was when I was anticipating Tomb Raider 3 (which was kind of a disappointment in itself)."

Tiny Mandragora

- **Final Fantasy XI.** Killer app or online disaster? Some Final Fantasy fans are distraught over Square's decision to make this an online-only game, summed up by an e-mail we got from Hoanchris@aol.com: "Having played games like Phantasy Star for the Sega Genesis, and then playing its online counterpart for the Dreamcast, I fear for the game. I know, this is Square and new directions are good, but how can a story-driven quest as great as previous FF installments possibly be conveyed online?"

Others, like Frank (Foxstring@aol.com), are optimistic: "After I read both previews of Final Fantasy XI in issues 53 and 54, I almost crapped my pants. I am so excited about this game and see enormous potential for its success."

But will the cost of admission be too high for gamers? "I still will not buy the hard drive and a modem accessory just so that I can further buy a $50 game disc and a monthly subscription to play online games," RTVF-DW posted on our message board. "I don't care if it's Phantasy Star Online Ver. 2, Final Fantasy XI, etc. It's just too much money to waste on a few weeks of enjoyment."

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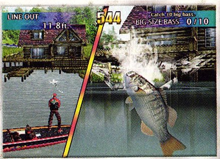
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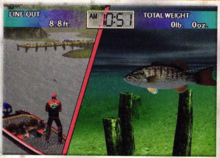
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AM 10:51
TOTAL WEIGHT
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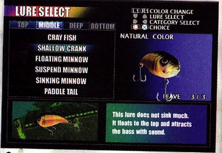
LURE SELECT
TOP
MIDDLE
DEEP
BOTTOM
CRAY FISH
SHALLOW CRANK
FLOATING MINNOW
SUSPEND MINNOW
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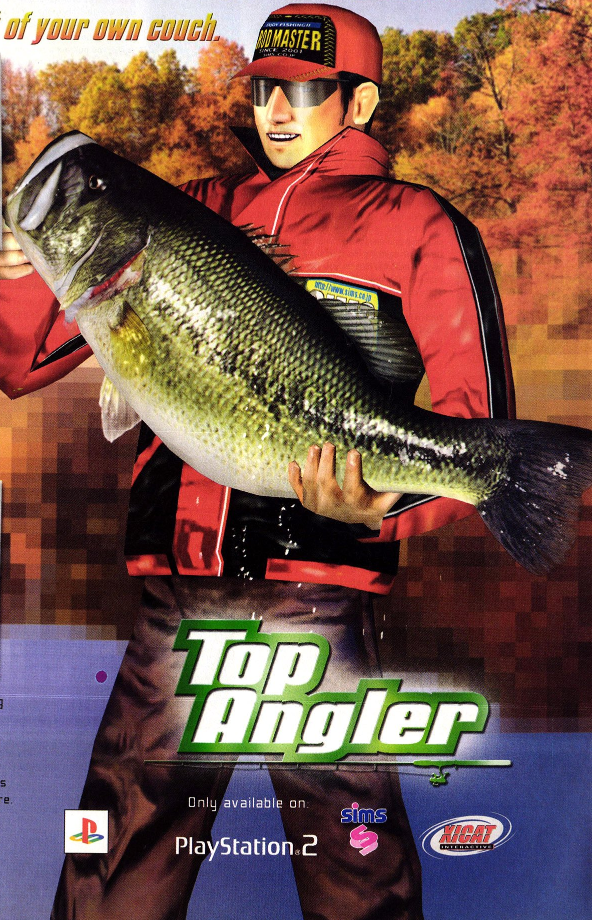
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XICAT INTERACTIVE

> "If you feel the need to just blast someone's head off—kill his spouse and kids, too. Then nobody can mourn."

Pikmin on PS2?

I played Pikmin at a store and thought it was a great game, but I have a PS2 and I'm not about to go buy a Gamecube for one game. Can you help? Is it coming out for PS2 sometime in the future? Or are there any games like it already out?
paintballman22@juno.com

No luck. Pikmin is one of Nintendo's first-party games (meaning it's developed and owned by Nintendo itself), so there's no chance that it'll be on the PS2 or any other system. It's a charming and unique title, and right now there isn't anything like it on the PS2. But here's a neat fun fact for you: Did you know that Rockstar originally planned to make State of Emergency a real-time strategy game similar to Pikmin? Seeing how Emergency turned out (check out our review in this issue), it kinda makes you wish they went in that direction.

Necessary Roughness

We've all played Grand Theft Auto III. It's an awesome game, as everyone knows. But there's been something I've realized lately, and after reading Ryan Lockhart's column in your February 2002 issue, I decided to tell everyone something very important about GTA3.

Ryan was caught in a fender-bender—or whatever those things are called when an ordinary driver bumped into him. Angry, Ryan got out of his car, pulled the man out of his car, and proceeded to let out the fear of God on him. Here's what I found disturbing, and this not only goes for Ryan but also everyone else:

That person has a loving wife and some children at home, who he's never gonna see again because Ryan decided to beat the crap out of him, you sick, hateful bastard.

He thought he was just going to have an ordinary day at work, maybe get a cup of coffee, flirt with Ms. James, but no, no, you had to end it right there. Now it's too late, though. He's gone, while his family sits back and mourns over his death. So what do you do? You steal his money, pull out a rocket launcher, and proceed to blast some more cars into the wall. Then, when the cops come, you pull out a shotgun and, for the love of God, proceed to shoot them as they fire at you. These people had lives, you know, ordinary lives in Liberty City. They never knew you were going to take their lives away. How can you people do such things?! Killing the innocent who can't even fight back (or barely can—it's hard to when your leg's blown off)?! What kind of sick, disturbed person would do this?!

Probably a lot of people...but if you must—if you feel the need to just blast someone's head off—kill his spouse and kids, too. Then nobody can mourn.
"Helpful Gamer"
onewingedangel3@juno.com

Who says you can't learn valuable lessons from playing violent video games?

Back to the Future

I have to make this quick—I don't know how much time I have before they track me down. I've only just returned from a brief visit to 2003, where I managed to obtain the December 2003 issue of *THE OFFICIAL PLAYSTATION MAGAZINE*! I think they are tracking the issue on the zeta flux wave detector, so I'll read a quick excerpt from the mag before I run out of time:

This unprecedented feat was only made possible by the unbeatable combination of Sony's deep pockets and their savvy purchase of a large portion of Square. Never before has an add-on peripheral seen the kind of success as Sony's hard drive and online adapter combo. The triple whammy of the hard drive, the adapter and a copy of Final Fantasy XI, all for just signing up for a year of Square's PlayOnline and a year of Sony's online service, was just too good for

QUICK HITS

COVER FAN
Your three [FFX] covers rocked harder than a Jecht Shot!
Rick Caceres
Brooklyn, NY

Thank you.

TONY TERROR
I am writing to submit my vote for the scariest game of 2001. Silent Hill 2? C'mon! Veronica Code X? Gimme a break! My vote is for Tony Hawk's Pro Skater 3. Any game that can completely and utterly take over your life is not just scary, but downright evil!
Aaron Ramirez
kaboochy
@decentral.com

BALDERDASH
Are you guys really located in Boulder, CO?
Squall6487
@aol.com

No. We're in a secret underground bunker in Kalamazoo, MI.

TAX QUERY
I'm studying to be a Japanese translator. Do you think I'd be able to deduct the cost of Japanese PS2 games from my taxes as an educational expense?
JediBabe42
@aol.com

Depends on how creative your accountant is.

Final Fantasy XXX

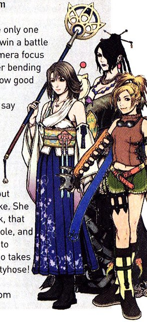
We thought Gary was a bit off when he wrote his "7 Unintentionally Creepy Thoughts I Had While Playing FFX" sidebar in the February issue. Little did we know how creepy some of our readers are! Following are a few choice remarks about the babes of Final Fantasy X:

I never found myself attracted to a video-game character before, and didn't see how someone could be. Then FFX came along and Rikku is the single hottest video-game character ever. If I had a girlfriend as hot as her, I wouldn't be reading your magazine or writing this letter.
Nathan Bernardi
Blnky469@aol.com

I think Lulu is the hottest because of her dress. It seems as if she's popping out of it. But in terms of baring skin, I would have to say that Yuna in her wedding dress makes her a major hottie. But than again, Rikku has populated my dreams the past couple of nights with her cuteness.
Cypher5016@aol.com

Rikku is my fave. I wish the girls at school looked like that.
Matt Ralston
uga3@hotmail.com

The hottest babe in FFX has got to be Tidus, because I get a hard-on watching her do a filp during her overdrive. (P.S.: Why does she kiss Yuna? Is there something I should know?)
Acebot44@aol.com



I know I'm not the only one who's made Lulu win a battle just to see the camera focus on her and see her bending over to show us how good Spira is at plastic surgery? All I can say is, "jiggle, jiggle!"
Ross Lowe
rlowejr
@hotmail.com

Sure Rikku's hot and Yuna's cute, but Lulu takes the cake. She has purple lipstick, that Cindy Crawford mole, and those belts ready to spank any guy who takes a peek at her pantyhose!
Reza Khan
Orion83110@aol.com

ADAM MANN'S MOST WANTED

1. Internet on PS2!
2. GTA4
3. Ka to come to the U.S.
4. More Dragon Ball Z games
5. Final Fantasy XI
6. No more PS one demo discs!
7. A 989 game that doesn't suck
8. Final Fantasy Tactics 2
9. Money to buy games with
10. More screenshots of Rikku's ass

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

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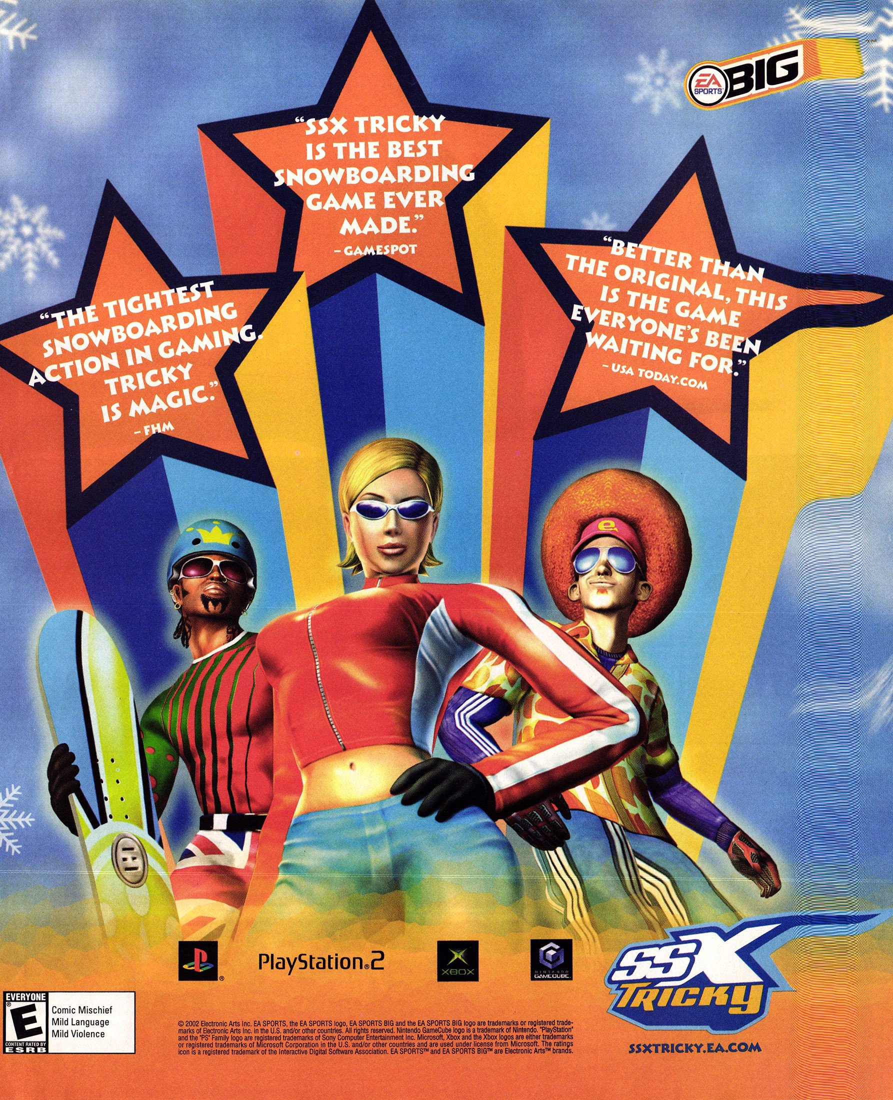

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EVERYONE
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Mild Language
Mild Violence

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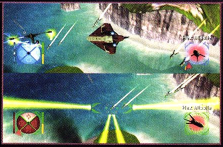

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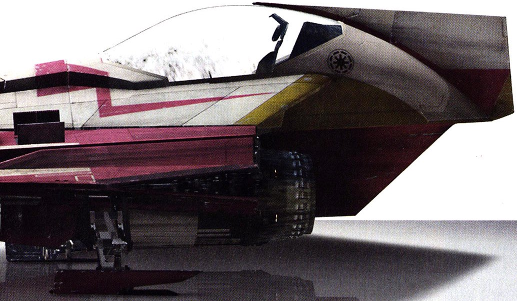

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"I spit thy name out; the taste left in my mouth is rancid and sickening."

gamers to pass by. As of Oct. 31, the installed base numbered over 1 million, and sales show no sign of slowing....

Sorry, that's all I could manage to type before they located the mag and zapped it back to its own time. Sounds exciting, doesn't it? I'll try to get you more info as soon as I can, but for now it's back to my PS9.
"Time Splitter Boy"
joed@modempool.com

Hey, thanks Time Splitter Boy. Do us a favor and find out what we're gonna write for the next 12 issues, then e-mail it to us so we can take the next year off.

photo by Kevin Mazur/WireImage

Britney Basher

If a movie is made of Final Fantasy X—great idea—I will never forgive Square for letting Britney Spears play Rikku! I might even refrain from buying one of the Final Fantasy games to show my hatred! Rikku is very hot and a cool character. To see her being portrayed by one such as Britney Spears would enrage me immensely. I spit thy name out; the taste left in my mouth is rancid and sickening. So, please, I beg of thee, please refrain from putting her on the cast, if a movie shall be made (I can only hope). I hope you take this into consideration. Katie Holmes as Yuna isn't the greatest choice either. I think you should use lesser-known actors; it would make the movie have more of a Final Fantasy kind of feel. I am sure there are plenty of other loyal Final Fantasy fans who would agree with me.
Shadowmage7@aol.com

First off, look at the title of our recurring piece: "Dream Cast." Notice the first word? "Dream"? Still confused? OK, we'll spell it out for you: Dream Cast is where we cast a dream (meaning not real) movie based on a game. Get it? There is no Final Fantasy X movie! And for the record, Britney is hot, Rikku is hot—hence, the perfect casting.

QUICK HITS

GTA3 IS SICK

I think GTA3 is a sick, perverted game. You can bash old ladies with baseball bats and continually beat them as you watch the blood fly out. Not to mention stealing and taking drugs. Yet everyone likes it! Even though America is a great country, it shows how sick our culture is getting.
Paul Condello
shiatsu59@yahoo.com

SICK SCORES

Except for the fact that you give good ratings to sick and disturbing games, the rest of your reviews are sound. Better than any I have seen so far.
Paul Condello

SICK OF SICK

Max Payne is just another disgusting game by Rockstar. State of Emergency looks like it's going to be a sick one, too.
Paul Condello

GARY'S SICK?

Isn't Gary a little old for Rikku? What about being attracted to Tidus? I mean, what's his wife think about this?
Paul Condello

Wise Beyond His Years

Hi, I am a 9-year-old who reads your magazine. Yes, I know what you are thinking. "A 9-year-old?" Yeah, well be quiet. I have read your magazine for about 10 months now and I think you guys are the best things since sliced bread. Your reviews are very good. My friend thinks the PS2 stinks. I just yell in his small little face, "Well, I think Xbox stinks more!!!!" The reason I say that is he obsesses over Xbox. He only likes it because his dad works over at Microsoft. Oh yeah, and I have a suggestion: Tell Sony to make a game about pigging out on food. THAT would be fun.
Alec Wyman
ps2gameguy@yahoo.com

Wow. You're really only 9 years old? We'd never guess that from your letter...

Memories Are Forever?

I know that many game cartridges from the days of old came with an internal lithium battery for game-saving capability. The life expectancy of the battery is around five years. What is the life expectancy of a memory card for today's systems?
Brett Pavlov
Newport News, VA

Since the memory card doesn't use a battery, theoretically it can last until it just fades away into the ethosphere. Which would be a long time indeed.

Oops!
Last month we incorrectly credited Jeff Daniel for Letter of the Month. The actual letter writer is Drew Stevenson.

Illustration by Mark Matcho

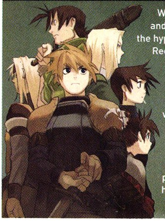
FORGOTTEN GEMS

Team Buddies was a pretty good game. It let you command three separate guys and manually control another, all at once. Also, you could build new weapons and more powerful troops, and even build and fly vehicles, like a tank or a plane! It was like a war simulator, but instead of army men, you had little toy characters. Plus, who could forget those cheesy one-liners being spewed forth with a mangled British accent?

Adam B.
Draw124@aol.com

Does anyone remember Carnage Heart by ArtDink? It was released in the PlayStation's first year. It's an extremely in-depth military strategy game that requires building and programming your robots to search, attack, move around objects, dodge enemy fire, etc. It's got nail-biting action because you can only watch and hope your programmed bot is smarter and stronger than the opponent as they duke it out. This game alone prompted a couple of my friends to purchase a PlayStation. Having a PS2 and all the latest games, I still pop in Carnage Heart regularly.
Steve Stella
sstella@YorkU.CA

TIMELINE: HOSHIGAMI



We're big enough to admit it—now and then we get a bit caught up in the hype surrounding certain titles. Recently, that happened with Hoshigami. We *so* wanted to believe that Atlus' strategy/RPG would be the second coming of Final Fantasy Tactics. Boy, were we wrong on that one! Of course, we panned it come review time, but *OPM* reader Tom Angleberger (tomangleberger@yahoo.com) still thought he'd poke a little fun at our preview hype with this fictional timeline.

1/6/01 *OPM* makes first reference to Hoshigami: "Fans of Final Fantasy Tactics are already buzzing about this similar strategy game."

2/7/01 OPM runs screenshot and this caption: "Incredible screenshots hold promise of more FFT-style gaming, which FFT fans have been waiting for."

4/8/01 "It doesn't come out until December, but reserve your copy now. You must own this stunning 'sequel' to FFT." *—OPM*

7/6/01 "This is a gamer's dream that fans of FFT have been waiting for. Thank you, God, for letting me be alive during this great moment." *—OPM*

8/7/01 "New religion forms around Hoshigami screens. Shaven acolytes pass out pamphlets in airports, bus stations." *—OPM*

10/6/01 "Bush declares constitutional amendment to rename Hoshigami, Hoshamerigami. Citizens rejoice." *—OPM*

4/8/01 "Just a few more weeks until you can play it. Quit your job. Leave your wife. This is the game FFT fans have dreamed of." *—OPM*

12/5/01 "Vishnu returns in human form, stands inline at Sri Lanki Babbage's to get a copy of Hoshigami." *—OPM*

12/30/01 I purchase copy of game.

1/5/02 "You're better off replaying Final Fantasy Tactics or trying out Saiyuki. Take a pass on this one." 2.5 discs. *—OPM*

PlayStation®2

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STATE OF EMERGENCY

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OR SIMPLY CAUSE COMPLETE MAYHEM

PREPARE FOR CHAOS AS HUNDREDS OF PEOPLE
FILL THE SCREEN –
EACH CITIZEN REACTS DIFFERENTLY TO EVENTS

WATCH YOURSELF – DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE

MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

VIS

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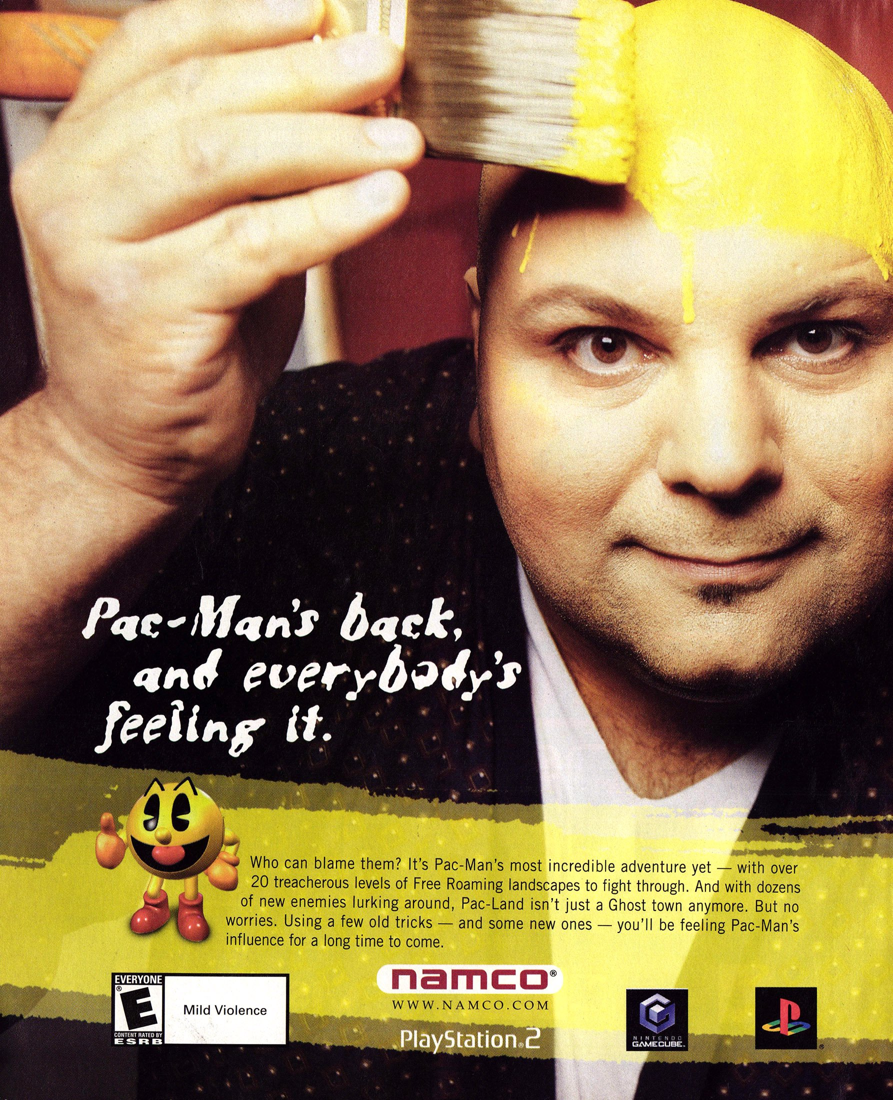
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Who can blame them? It's Pac-Man's most incredible adventure yet — with over 20 treacherous levels of Free Roaming landscapes to fight through. And with dozens of new enemies lurking around, Pac-Land isn't just a Ghost town anymore. But no worries. Using a few old tricks — and some new ones — you'll be feeling Pac-Man's influence for a long time to come.

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Six unique worlds to explore.

The Man's got talent! He ice skates, inline skates and even pilots a sub!

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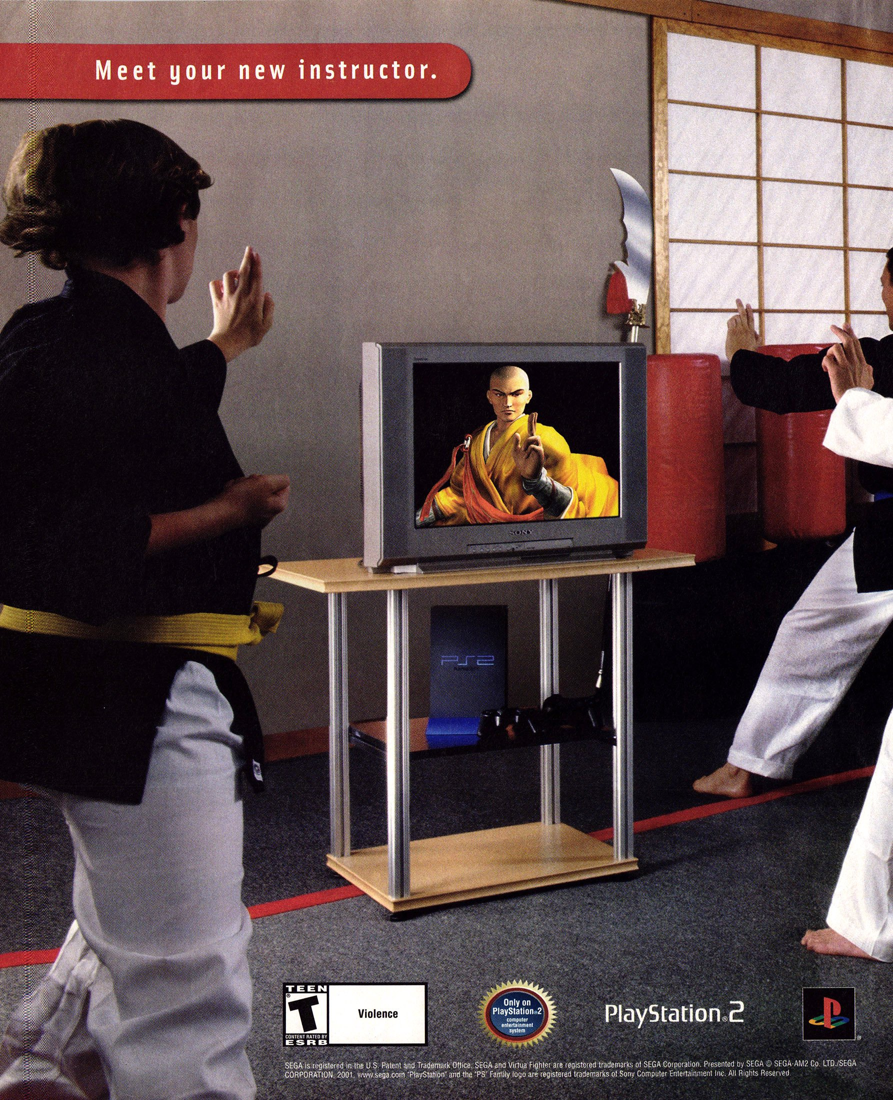
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Only on PlayStation 2 computer entertainment system
PlayStation 2

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RESIDENT EVIL

Paul Anderson sees undead people

Tomb Raider blew. *Final Fantasy* sucked. Within the past year, most would agree that video-game movies have lived up to their "potential" in the eyes of the mainstream—total crap. So why should things change on March 15, when Screen Gems releases *Resident Evil*, based on Capcom's bestselling survival-horror series?

Paul Anderson, director of the $40 million picture, has an answer. "They're different beasts, video games and movies," he says. "They do overlap a little bit, but I think it's not enough just to adapt a video game. You've gotta make a good movie. You've gotta make a movie so that if you don't know the game from a hole in the head, it doesn't matter—it still delivers as a film." *Resident Evil*, he claims, is such a cinematic experience.

But what does that mean to the diehard Resident Evil fans? You know, the guys who wear their S.T.A.R.S. jackets with pride and plan to visit Raccoon City on their next vacation. Stop by any Internet message board relating to the subject, and one feeling toward the film runs rampant: concern. Concern about the unique plot. Concern about the new characters. Concern that maybe Anderson's desire to cater to the masses will completely taint the epic tale of walking human corpses they hold so dear.

If you find yourself relating to these concerns to even the slightest degree, we've got one thing to say to you: chill. If any director out there seems qualified to helm a Resident Evil film, it's Anderson.

"I lost about six months of my life to Resident Evil," confesses the 37-year-old Brit, whom many gamers know well as the director of 1995's *Mortal Kombat*. "I never really wanted to go back and do another video-game movie until I played Resident. It was just so good, I couldn't *not* do it."

And Anderson isn't alone in his fandom. "I'm a huge fan of the game—I mean a *massive* fan," he says. "And so is Milla, and so is Michelle."

Of course, the others he refers to are stars Milla Jovovich (*The Fifth Element*, *The Messenger*) who plays Alice and Michelle Rodriguez (*Girlfight*, *The Fast and the Furious*) as Rain, who together lead a squad of commandos into Umbrella Corporation HQ to isolate a horrible infestation one month before the events of the first Resident Evil game. Seems the bioengineering company's top-secret T-virus (sound familiar, Resident Evil fans?), with the help of a supercomputer known as the Red Queen that controls the building's environment (OK...maybe that doesn't), has been let loose throughout the building, infecting workers and turning them into zombies. Eventually, the only thing important to Alice and Rain is their own survival.

Yes, this story is entirely unique—but Anderson makes no apologies. "Just imagine how boring it would have been if we had done [an adaptation of] Resident Evil 1," he points out. "There's no tension in that movie. There's no suspense. It's kind of like watching *Alien* for the first time and in the opening credits it says, 'By the way, Sigourney Weaver is the only one who's gonna survive.' It's blown the whole movie for you."

Mention the use of new characters as opposed to established ones, and Anderson has even more to say: "This isn't like Tomb Raider, where in every single game you play Lara Croft—she is the central character. Resident Evil is very interesting because the universe is ever-expanding. Certainly, a difference between Resident 1 and Resident 2 is 2's got completely new characters in it. And I think most game players didn't sit there being really pissed when Resident Evil 2 came out going, 'Where the fu—'s Barry Burton?! I hate this piece of sh—!'"

"The way we developed the movie was very much to view it as another Resident Evil game."

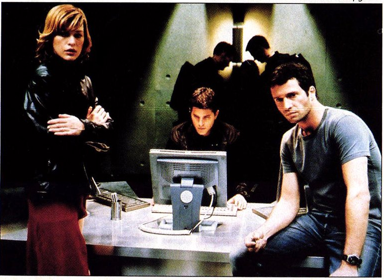
"I thought the way we developed the movie was very much to view it as another Resident Evil game," he continues. "It's another installment of the Resident Evil franchise, only this time instead of going and buying it at your local game store, you're going to see it in your local cinema. So, I felt I really needed to exist within the Resident Evil universe—to expand upon that universe. I think that what makes the Resident franchise really strong is that it does progress. You *do* meet new characters; you go to new places; you learn new things. It's not the same old same old, again and again and again."

"[The movie] doesn't have Jill Valentine in it—so shoot me," Anderson goes on. But, "although Milla is not playing Jill Valentine, she is *playing* Jill Valentine. In her mind... the character she's playing...she *looks* like her—she's very much a Jill Valentine type. What we tried to do was take the archetypes from the game—like the really strong female lead, whether it be Jill Valentine or one of the others from the game—and that's what Milla's playing; she's kind of an amalgam of those characters."

Still, don't be surprised to find, or at least notice an allusion to, the occasional familiar character. "If you're clever, you'll spot them," Anderson teases.

And the nods to fans don't end there—not by a long shot. "We built a ton of stuff that was basically straight from the game," says Anderson. "We also shot it a lot like the game. [Someone] would go, 'This is a

cont. on pg. 32



Resident Evil **star Milla Jovovich shares a humorous behind-the-scenes moment with director Paul Anderson.**

MEET PAUL ANDERSON

Before taking the helm of zombie video-game flicks, Paul Anderson took charge of a few other projects—including a non-zombie video-game flick. Anderson's directorial career began with 1994's *Shopping*, in which Sadie Frost and Jude Law "shopped" by ramming their cars into store windows and taking things at will. The following year he released his most successful film, *Mortal Kombat* ($70.4 million earned domestically), which many gamers consider the best live-action film based directly on material from a video game. Anderson's other theatrically released directing credits include *Event Horizon* (1997, starring Sam Neill and Laurence Fishburne) and *Soldier* (1998, Kurt Russell), both critically lambasted.

With so few films to his credit, two now based on games, some might rush to label Anderson as "that video-game guy"—which doesn't bother him in the least. "[Games] are part of our culture now," he says. "I'd rather be 'that video-game guy' than 'that theater guy'...or 'that musical guy,' 'that pop-video guy.' I like games—a lot. They're just as valid to turn into a movie as a book or a play these days."

So, what's he think of other video-game films? "I think the gaming community has been burned a couple times, both by *Tomb Raider* and by *Final Fantasy*," Anderson relays. "Both had some good things about them, but had some very negative things about them, as well. *Final Fantasy* had some amazing graphics in it—I mean really beautiful imagery—but the story was terrible, and the acting was terrible." And what about *Mortal Kombat: Annihilation*, which he had nothing to do with? "I didn't like it," he confesses. "As a fan, it didn't deliver."

Anderson is also considering, in addition to a possible *Resident Evil* sequel ("I'd be very excited," he tells us), bringing other game franchises to the big screen. He just won't say which—"just in case someone else buys them before I get a chance at them." However, a report on Ain't It Cool News reveals one such possible series. Think Grand Theft Auto would make a decent flick?

THE EARLY WORD

A few reviews based on test screenings of *Resident Evil* have surfaced on aintitcool.com. Here are a few comments:

"Paul Anderson has done a really great job here.... God, it is so faithful to the game."
—El Dorado

"If I were to rate this film on a 1 to 5 scale, I would give it a 3.7."
—Jesse Garson

"The movie plays like the Romero [*Night of the Living*] *Dead* trilogy starring the Marines from *Aliens*."
—Terry Tsuguri

"This film fails on every level."
—Choptop

"This movie rocks!"
—Gandolfino

HOW EXCITED ARE YOU FOR THE RESIDENT EVIL MOVIE?

I'll see it opening night!	Sounds like a matinee candidate.	It looks worse than *Tomb Raider*.
29%	38%	32%

poll taken from Gamers.com

great moment for one of those fantastic overhead shots,' which is a real characteristic of Resident Evil. You know, you go to those fantastically chilling overhead shots. We even shot it in the same manner as the game."

The settings should also ring a bell to any who have ever wanted to change their last name to Redfield. "Although it's a fresh set of characters, they're moving through very familiar environments," he says. "You'll recognize the train from Resident Evil 2, for example. You'll recognize all the under-the-mansion lab sets from Resident Evil 1 and a lot of the under-Raccoon City stuff from Resident Evil 2. We have street scenes in Raccoon City from Resident Evil 2. So there's a ton of stuff that is straight from the game."

But what may please fans the most is the wealth of explanations revealed in the flick. Says Anderson, "You'll finally have an explanation as to why, in Resident Evil 1, the mansion in the woods is overrun with undead, overrun with creatures. In Resident Evil 2 they never explained where the Licker comes from; we have the explanation. There are lots of story strands that are not explained in the games that are explained in the movie."

A few fans have also expressed fear that playing to a mainstream audience means taming things down to a PG-13 level. Not so. "I was very clear when I became involved in the project that this was to be an R-rated movie," Anderson enthuses. "Resident Evil has to be really scary. It has to be really gory. You can't do 'Resident Evil Light.' It has to have decapitations. It has to have blood It has to have axes in the head. It has to have people cubed. And body parts. It has to have zombie dogs with flesh hanging off. Has to have people with their eyeballs torn out. It has to be Resident Evil."

And, from all indications, it is. "What we're trying to do is give added value," insists Anderson. "To really deliver to gamers the things that they like from the game—the intricacy of it, the horror, the scariness, the blood, the kind o sexiness of the way the characters look All that's in the movie.

"And also, it's f—ing terrifying."

—Chris Baker

> **"There's a ton of stuff straight from the game."**

Keep your eyes on our Web site, playstationmagazine.com, for our entire interview with Paul Anderson.

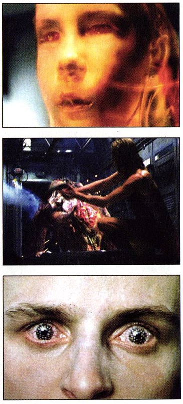
ZOMBIES, SOUND OFF!

"What we tried to do was stick to reality as much as possible," says Paul Anderson regarding the zombies in *Resident Evil*. To do this, he opted for traditional humans in makeup as opposed to all-out computer-generated walking dead, using CG only to enhance the grotesqueness of it all. And to further the realism, he held a veritable "zombie boot camp."

"We had actors and dancers and people who could dislocate limbs," he says, "and they were trained for weeks on how to move, how to sound. Each was given a character: 'Your character has died in an elevator crash; your leg is broken.' So that zombie has to move as though its leg is broken."

"We probably put 1,000 people into zombie boot camp, and only 300 survived it," he continues. "People dropped out because it was really hard work. But the result was, we got zombies that really moved right."

"We've got this great guy who can dislocate his foot," Anderson enthuses. "It's just fantastic in the movie, where you're tracking behind him and you see his foot dislocated and his bone is cracking inside. And it's horrible because it's real—and you can see it's real."



Like the games, the *Resident Evil* movie will be grisly, gruesome and loaded with disturbing imagery.

CANDYSTAND.com

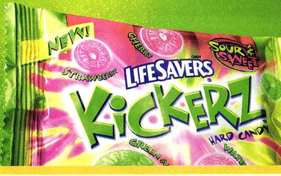
LIFE SAVERS

the troublemaker

He likes it sour. sun in your eye sour.
MONSTeR WeDGIE SOUr.
and THeN, all of a sudden,
he goes SWeeT On YOU.

What gives.

We wanted them to be Life Savers.
They don't care what we want.


NEW!
CHERRY
SOUR & SWEET
STRAWBERRY
LIFESAVERS
KiCKERZ
HARD CANDY

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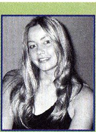
Back in Black on the PS2

Infogrames is developing a game based on *Men in Black II* for the PS2. Featuring third-person adventure gameplay, it's set to release alongside the movie this summer.



ZOE FLOWER

EXTREME ANGST

I'm perched on my snowboard thigh-high in powder, sizing up the daunting tree-dappled cliff in front of me, and I'm seriously considering railsliding a Douglas Fir. Why? No, I'm not an extreme athlete, nor have I ever successfully jibbed or ollied or buttered anything (except my morning toast). I'm only contemplating it because I did it four times yesterday in SSX Tricky, an ongoing addiction I just can't seem to kick. Extreme-sports games have not only changed the way I view video games, but they've changed the way I view the world.

Many an industry expert have labeled extreme-sports video games as "just a fad." (Just how many sequels can Tony Hawk endorse before he's darksliding with his wheelchair?) Maybe they're the same "experts" who said a similar thing about video games in general 20 years ago. And what started as a salacious affair between the two underground trends, has blossomed into a critically and financially successful media marriage. Divorce doesn't seem too likely either, with Activision spawning a new O2 Extreme Sports line of titles off its Tony Hawk brand, not to mention EA's BIG-branded over-the-top stylings. Even Atari has partnered with publishing pundit Transworld for a series of exploitative extreme offerings.

So what does this mean for us, the gamers? Tony Hawk revolutionized video games with its addictive gameplay and elegant control, and SSX helped skyrocket PS2 into stardom. I love how the defiant persona of extreme sports, with its action porn, alternative music and anti-establishment celebrity, syncs perfectly with the subversive society of console-driven entertainment. It's cultural gameplay that truly captivates me and catapults me into the realm of the cool kids, at least for a moment. Unfortunately, the game business, instead of building on such innovations, continues to mimic success with a shockingly bland formula, pimping the latest X-games heroes and punk-rock jingles, then packaging it all up until the shelves explode with competing snow, skate, motocross, BMX and surf titles.

I know, we've seen this trend already with sports games that reinvent themselves yearly, so why am I so upset that it's happening to the extreme? Well, what's uniquely shameful this time is that the name of the sport changes but the gameplay remains the same. It's a crime to lead consumers to think they are investing in a whole other gaming experience, when they are just skateboarding with a surfboard or a BMX bike. Not to mention, we notice when the superstar athlete on the cover changes but we often overlook that the game's design team does too.

How are we supposed to discern between the innovators and the imitators each time we're contemplating a purchase? With a slew of similar games, the action-sports genre is itself being taken to extremes, and it's this kind of mass production that displaces my fervor with frustration. If the industry forges ahead with such blind ambition, what should be a long-lived love affair may indeed fizzle out as "just a fad." Sound extreme? Indeed it is.

Zoe Flower is a multimedia superstar. If you want to chat with her, look for her on the *Official U.S. PlayStation Magazine* forum by clicking through from www.playstationmagazine.com. Look for the user ID ZOEFLOWER. Also, check out Zoe's own Web site, www.zoeflower.com.

KUTARAGI HINTS AT THE FUTURE

PlayStation creator sheds light on next platform

Anyone who's listened to or read about Ken Kutaragi, father of the PlayStation, knows that he loves to think about the future. While most of us are concerned with the technology at hand, Kutaragi's mind is usually off pondering the path of circuitry and data connections far into the future. Many of his visions for the PlayStation didn't actually come into play until the PS2 hit, and likewise, many of his ideas for the PS2 have yet to materialize. What Kutaragi has to say can often give glimpses into what we can all look forward to down the road. And when he talks, we listen.

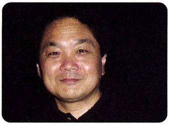
What Kutaragi recently said in the pages of Japanese PC magazine *Asahi Pasocon* really piqued our interest. He talked about how Sony plans to allow Internet service providers like AOL to rent the PS2 Hard Drive and Network Adapter to subscribers so that they can get online with their PS2s. Kutaragi also spoke about a future function of the PS2's Hard Drive. Similar to the TV-recording device Tivo, Kutaragi proposes that the PS2's Hard Drive will be able to record programs with a special software called Clip-On, which will be released late this year.

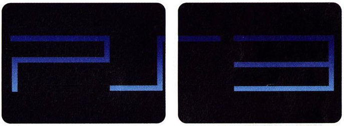
But also interesting are his thoughts on the PS3. Here's what he recently told Japanese business magazine *Weekly Toyo Keizai*: "Sometime in the near future, the bandwidth between networks could be faster than the one inside the silicon chip. This could mean that it would be faster to connect two consoles from here to the other side of the world than the linkage between mainframe computers. The communication between the human body and servers will be starting in that future. The world is going to be like *Dark Angel*." Sounds pretty crazy, yes, but here's how he sees that tying in with the PS3: "In this future, there won't be any particular box called the PS3, or no particular format called the PS3. The medium for the PS one was CD-ROMs. The medium for the PS2 is DVDs. The medium for the PS3 will be the Internet. Once you get connected to the Internet, there are no physical boundaries like there are with CDs or DVDs. And it will continue to evolve." He goes on to mention that with the PS3, people will be able to have their own space in a virtual city. "You can live there," he comments. And when will it start? "We're thinking from about the year 2005."

> **"The medium for the PS3 will be the Internet."**

That said, he also mentions that the PS3 will play DVDs and will be backward-compatible with the PS2. But still, the notion that people will all live in this virtual world sounds quite intriguing. Some might say that he's crazy and that he's watched the *Matrix* DVD too many times. We just assume that he's using that fabulous noggin of his to dream up ways to make all of this great stuff happen.

But that's probably what we like most about Kutaragi. He's a dreamer.





MARCH CALENDAR

1 FRIDAY • We Were Soldiers opens in theaters, as does 40 Days and 40 Nights...which is all about not having sex. Ron Howard turns 48. 	**3** SUNDAY • New season of Six Feet Under starts on HBO on Alexander Graham Bell's 155th birthday. 	**5** TUESDAY • A.I. available on video and DVD the same day as Tetris Worlds, WTA Tour Tennis and Britney's Dance Beat. Jake Lloyd is in for a fun 13th birthday.	**6** WEDNESDAY • Season six of South Park starts on Comedy Central. Shaq turns 30 and Michelangelo would be 527. 	**8** FRIDAY • The Time Machine and Full Frontal out in theaters today. James Van Der Beek (25) and Freddie Prinze Jr. (26) share a birthday.	**12** TUESDAY • Star Wars Jedi Starfighter, Transworld Surf, Sled Storm, Triple Play 2002 and Hot Shots Golf 3 all out in stores today.
15 FRIDAY • Awesome-looking CG-animated Ice Age out in theaters. Fabio turns 41. Like you care. 	**19** TUESDAY • Monsters, Inc., ESPN Winter X Games SnoCross and Hidden Invasion join cover star Virtua Fighter 4. Bruce Willis is 47, and Wyatt Earp would be 154.	**22** FRIDAY • E.T. 20th anniv. in theaters. Maybe Reece Witherspoon will go see it for her 26th birthday with William Shatner (71). 	**24** SUNDAY • 74th annual Academy Awards. Mase is 32, Steve McQueen would have been 72, and Harry Houdini would have been 128.	**26** TUESDAY • Blood Omen 2, Worms Blast, Smash Court Tennis, ESPN MLS ExtraTime 2002 and Monster Jam. Steven Tyler hits 54 and Leonard Nimoy is 71.	**29** FRIDAY • Death to Smoochy hits theaters on Elle Macpherson (38), Lucy Lawless (34), and Jennifer Capriatti's (26) birthdays.

All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the birthdays are correct. Stop reading this now and go back to the big words, OK?

Grandia Xtreme Coming This Fall

Just recently released in Japan, Grandia Xtreme is now officially headed for the U.S. Enix will bring the game out here this October, which is great news for fans of the series. Like Final Fantasy X and Xenosaga, Grandia Xtreme will use celebrity voice talent for its characters. Stay tuned for lots more on this game in future issues!

Dragon Warrior Developer Calls It Quits

In other Enix news, Dragon Warrior VII developer Heartbeat has stopped developing games. Which is bad news for Dragon Warrior fans, because Heartbeat was also the team that was handling the Dragon Warrior IV remake for the PS one, so that game is no longer coming to the U.S. This also raises the question of which developer will handle Dragon Warrior VIII, which Enix claims will still release in the spring of 2004 in Japan.

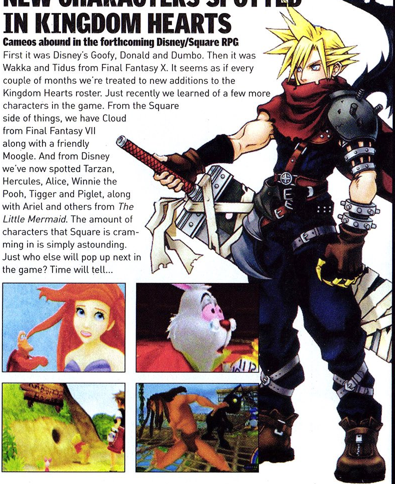
Chrono and SaGa Sequels Revealed?

Although we've mentioned that Square is working on a new Chrono Trigger/Chrono Cross sequel in past issues of *OPM*, now it's basically official. Square recently registered a trademark on the name "Chrono Break," leading us to believe that this is the name for the upcoming PS2 installment. Square also trademarked the name "Unlimited SaGa," which means that a new game in the SaGa Frontier/Romancing SaGa series seems to be coming too.

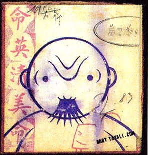
NEW CHARACTERS SPOTTED IN KINGDOM HEARTS

Cameos abound in the forthcoming Disney/Square RPG

First it was Disney's Goofy, Donald and Dumbo. Then it was Wakka and Tidus from Final Fantasy X. It seems as if every couple of months we're treated to new additions to the Kingdom Hearts roster. Just recently we learned of a few more characters in the game. From the Square side of things, we have Cloud from Final Fantasy VII along with a friendly Moogle. And from Disney we've now spotted Tarzan, Hercules, Alice, Winnie the Pooh, Tigger and Piglet, along with Ariel and others from *The Little Mermaid*. The amount of characters that Square is cramming in is simply astounding. Just who else will pop up next in the game? Time will tell...



GAME DEVELOPERS*



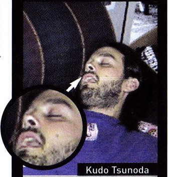
(*WITH MOUSTACHES)

To get a really good job in the game industry, you need to go to college first. That's what 3DO's Kudo Tsunoda will tell you. But not because of the classes—no, instead, because of the time it allows you to just play games. Kudo admits that the days and nights he played games in school were much better experience for his current job than any class ever was.

Which is why post-college, when he ran into a CFO for a game company at the bar he used to tend at, he proved right away that he had what it took to work with games.

Eight years later Kudo is now working at 3DO, and is part of an internal-development group called Team Fusion. Here he has spent much time producing some of 3DO's best titles, such as the Army Men Air Attack series, and is now focusing on the next Jonny Moseley Skiing game for the PS2.

So it seems that all of Kudo's game playing in school gave him much success in the end. But we're fairly certain his moustache played a good part in it, too.



Kudo Tsunoda

Games he's worked on: Army Men Air Attack 1 & 2, WarJetz, Uprising X, Jonny Moseley Mad Trix

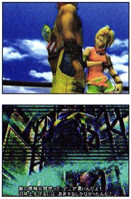
Moustache Rating: 4.5

FFX INTERNATIONAL HITS JAPAN

SQUARE RELEASES U.S. VERSION WITH NEW FEATURES

Similar to what Square did with Final Fantasy VII a few years back, the company recently released the American version of Final Fantasy X (complete with the English voices) in Japan and dubbed it Final Fantasy X International. However, this new version also includes a bunch of extras that are sure to spark tons of jealousy from gamers over here. What kinds of stuff are we talking about? Well, new bosses for one, along with a revamped sphere grid. And then there's the new scenario, too.

Found on the second disc (which also includes a few interviews and previews of Square's other upcoming games) is a new epilogue scene called Eternal Peacetime. A rather long cinema (warning: spoilers ahead), it tells of how Yuna's fame has made her a powerful figure in Spira and how many men have attempted to win her hand in marriage. It also shows Wakka as the father of Lulu's unborn child. Rikku appears with a gift from Kimahri, which turns out to be a sphere, amazingly enough, recorded by Tidus. The entire team then reassembles and embarks on a mission to find out the truth behind the sphere. What's especially interesting about this movie is that it hints at a possible direct sequel to Final Fantasy X. It would be unprecedented for sure, but fans certainly wouldn't complain.



First Look at New Japanese PS2 RPGs

LA PUCELLE

This recently released RPG in Japan comes from Nippon Ichi Software and sets you in the role of a heroine named Purie. The greatest part about the game is the visuals, which are a mix of 2D and 3D graphics.

.HACK

Here's an interesting game from Bandai. It's based around the story of a massively multiplayer online RPG, yet it's neither massively multiplayer nor online. Odd, yes, but it comes from CyberConnect2 (Tail Concerto), so it could be good. This is part one of four planned installments.

DUAL HEARTS

Sony's new action-RPG places you in the role of a relic hunter who tackles missions in both a real and a dream world. With lots of platform jumping and puzzle solving, Dual Hearts is similar in style to Nintendo's Zelda series.

La Pucelle

.Hack

Dual Hearts

Swapping paint with Skywalker,
Tatooine.

Shrapnel impact at 600+mph,
Mon Calamari.

Turbo-boost slice between canyon wall and Dud Bolt,
Sullust.

PlayStation 2

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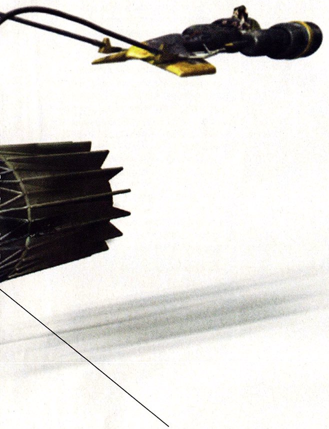
THE ANATOMY OF SPEED.

IT'S A FIGHT TO THE FINISH AT 600MPH. GO HEAD-TO-HEAD AGAINST 18 OF THE GALAXY'S MOST AGGRESSIVE PODRACERS. WITH 14 HARROWING TRACKS ON 5 WORLDS, FACE TERRIFYING CHALLENGES AT EVERY TURN. GOT THE GUTS TO GO FOR IT?



Tusken Raider target practice, Badlands.

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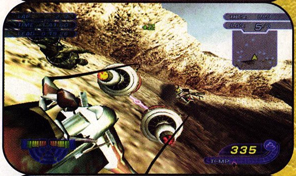
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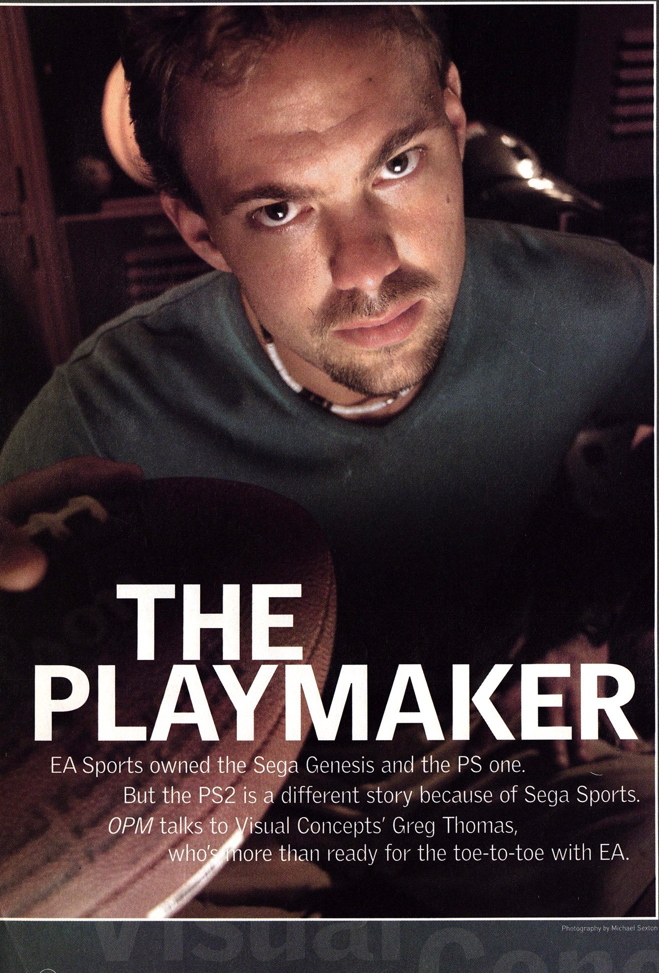


THE PLAYMAKER

EA Sports owned the Sega Genesis and the PS one. But the PS2 is a different story because of Sega Sports. *OPM* talks to Visual Concepts' Greg Thomas, who's more than ready for the toe-to-toe with EA.

Photography by Michael Sexton

Every sports fan dreams of making the winning play in a big game. Maybe it's a three-pointer at the buzzer, or maybe it's an impossible 85-yard touchdown sprint while time expires. Then again, there's that whole you're-not-a-professional-athlete thing which gets in the way. That's where Visual Concepts comes in. The makers of the NBA and NFL 2K series have launched an assault on the PS2 sports experience, and they're turning lots of heads. After all, it's about time someone threw stones at EA Sports' glass house.

There's one man we can laud for the sports upheaval: Greg Thomas, president of Visual Concepts and vice president of Sega Product Development. Thomas, 34, is VC's offensive coordinator, the oil that greases the wheel, the straw that stirs the drink, the man with the plan. This 13-year video-game vet brought console sports online with the Dreamcast. He has titles like NFL 2K2 and NBA 2K2 under his development belt. And he's been instrumental in smacking EA Sports in the proverbial chops. We pulled him off the playing field in San Francisco for a rare sideline interview. For once Thomas let his mouth, instead of his games, do the talking. Here's what he had to say:

SEGA VS. EA

Sega Sports as gospel

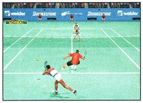
Sega Sports is incredibly important to sports fans. We're striving to create consistent quality titles across all sports. They all have a similar look and feel, so our consumers will be comfortable going from one Sega Sports game to the next. Sega Sports games are also incredibly realistic, giving gamers a true-to-life experience unparalleled by any other sports-game developers. We take the Sega Sports lineup very seriously, developing authentic games and incorporating every detail you'd find in the actual sport.

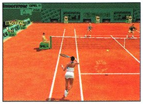
Tackling Madden

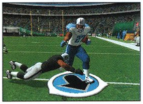
I'm impressed with this year's Madden, sure. They always put out good games because they have a formula for success. But this formula might not be as effective given Sega Sports' entry into the multi-platform arena. Now they have us breathing down their necks. With Sega Sports titles we implement more than minor tweaks to ensure that each game is significantly better than its predecessor. Can EA Sports make this claim?

Going for the "Big" play

Eventually we'd like to push our business beyond simulation sports—but we've got to take things one step at a time. We're working on a game called Sega Soccer Slam. It's a unique, over-the-top three-on-three soccer game set in a fantasy world. The game is full of high-impact tackles, deadly killer kicks, spotlight maneuvers and power-up skills. It's definitely something that's never been done before.







All bases covered

NFL and NBA 2K2 are blowing off shelves, so what's next? Tennis 2K2 hits in spring. And next year, expect Sega to release a title for every major sport on PS2.

The EA Sports rivalry

Sega's more than ready for a rivalry. Think about how well we did with games that were released on the Dreamcast only. Now multiply that times 100.

Fighting for the top spot

It's been a good year for Sega Sports. Our goal was to get out there on all platforms and to show EA they're not the only company who can dominate in the sports videogame market. With some very tight development cycles we were able to publish some great games that will only get better. Next year we'll be releasing games in the same time frame as EA. It'll be interesting to see how much progress we'll have made by this time next year. Watch out!

SIGNING WITH PS2

On making great games

The most important thing to me is that consumers enjoy our games. We listen to their comments and suggestions on how to improve our games every year. And in some cases, we have actually hired some of these critics to help us make our games better. I take a very personal interest in what every consumer says. This has always been an important differentiator for Sega Sports games. We listen to the consumer.

Staying hungry

I think we've had some successes, but we continue to raise the bar for ourselves in the quality of titles we are developing, the number of titles we are developing, and the number of platforms we're developing for. So, really, even if we have some success, we're so ambitious that we don't let ourselves get lazy. We're always finding new challenges. We never rest on our laurels.

Developing on the PS2

We received our first PS2 development kit on May 1, 2001, and we completed NFL 2K2 in late September—that's an incredibly fast turnaround on a system that most developers have determined is the most difficult one to develop for. That's a big accomplishment, and the games look awesome. It's a great machine with some incredible capabilities.

> **"If the implication is that embracing fine arts is a more intellectual pastime, then whoever made that assumption never looked at a coach's playbook."**

SPORTS AS AMERICA

Sports vs. art

I think sports and the fine arts are on different levels, since the entertainment value is derived in different ways. Watching drama unfold on the stage compared with on the field are two totally different experiences, even if they can both be equally rewarding. However, if the implication is that embracing fine arts is a more intellectual pastime, then whoever made that assumption never looked at a coach's playbook. I think it's good to have hobbies and passions. Mine happens to be sports.

Sports after 9/11

Sports have become a good distraction for Americans following the terrorist attacks. The leagues made a good decision to halt games immediately following the tragedy, but when it was time to get back into it, everyone really embraced sports. Look at how many people tuned in to the World Series and rooted for the Yankees. Sporting and entertainment events really bring people together and allow them to show their patriotism and strength. I think sports have been a great escape for me since all this has happened.

What sports mean to America

I think sporting events and team fanaticism give people a sense of community and pride. You see it during Olympic years and in big events such as the World Cup, the Super Bowl and March Madness. You can even see it during Little League games or at AYSO soccer matches. There's no question that Americans love competition, regardless if they're in the stands, on the field or playing a video game.

The thrill of the game

There are so many things people enjoy about sports. You have the rivalry and raw competition, the skill and talent of the athletes, and the pure action that each sport delivers. Everybody has a favorite team and a favorite player. And it's so exciting to watch teams compete and see the talent of athletes across all sports. ESPN and others do a great job of bringing you the action as well as the stats and really involving the audience.

THOMAS 2K2

Being the hero

I played basketball in high school, but other than that I was a "video athlete" more than anything. But there was this one basketball game I'll never forget. I hit the winning shot at the buzzer. I was so pumped up after that, I don't think I was able to relax for days. It was about an 18-foot jumper—to this day, all I can say is, *"Sweet."*

Speaking in clichés

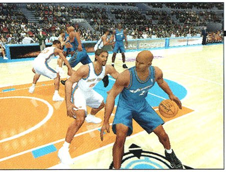
Well, having grown up playing sports and "giving it my all on the court" as it "goes down to the wire," and given the fact that I work in a sports world where "it's do-or-die," it's pretty easy for me to use the lingo. I can talk in video-game clichés as well as anyone.

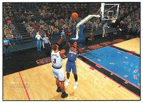
Favorite teams

The Miami Dolphins are my favorite football team and the Los Angeles Lakers are my favorite basketball team. As far as being biased, of course I'd love to be able to give the Dolphins a real quarterback—but that's just not going to happen. The truth is, we take the realism of our games very seriously and have many experts look at the finer details to make sure all team stats and player ratings are accurate.

Sega cover athletes

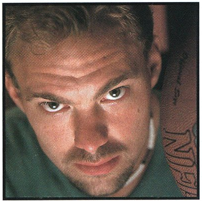
Our athletes help make our brand stronger than ever. We have done a very good job in getting the perfect athletes for us—we look for athletes who define their sport, just as we are trying to do with sports video games.





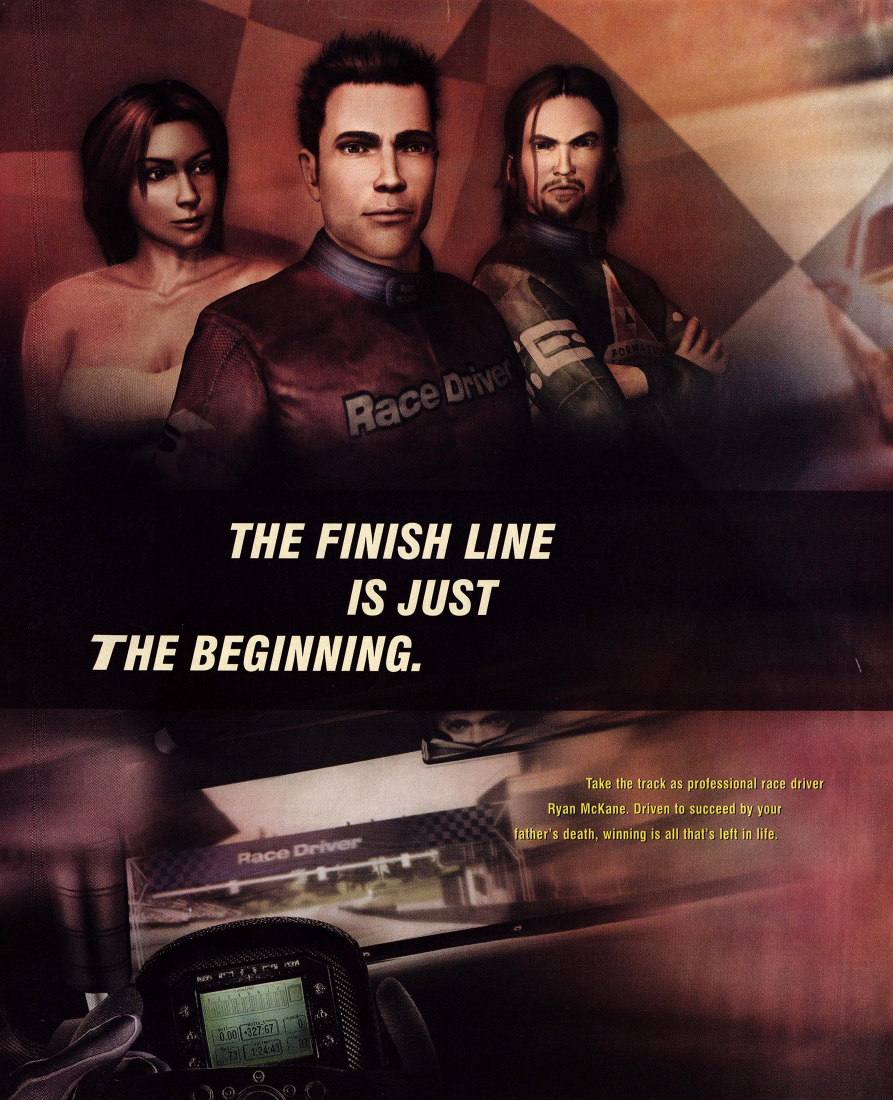
Dunkadelic

You think the 2K2 series made an impact on the PS2? We hate to sound like Cubs fans, but wait until next year.



Breaking the mold

With Sega Sports, Visual Concepts and Greg Thomas at the helm, commonplace sports-gaming experiences are in serious jeopardy.


Race Driver
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Race Driver
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THE FINISH LINE IS JUST THE BEGINNING.

Take the track as professional race driver Ryan McKane. Driven to succeed by your father's death, winning is all that's left in life.

The Race Begins June 2002.

How it Ends is Up to You.

PRO RACE DRIVER™

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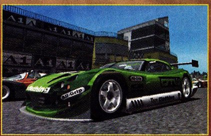

Take control of Ryan McKane's racing career in an involving movie-style storyline. / Rip up the asphalt in over 40 authentic cars on 38 real race tracks worldwide. / Fight it out in intense pack racing with up to 20 cars on the course at once.* / Experience intuitive handling and super-realistic crash damage and graphics.

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XBOX

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GENIUS AT PLAY

Screen shots taken from PlayStation®2 computer entertainment system game play.

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REPLAY
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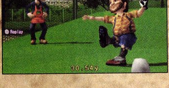
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PlayStation 2

THERE GOES THE COUNTRY CLUB.

Hackers, rejoice. The game of golf just got more interesting. Welcome to Hot Shots Golf®3. Play a whole round from sun up to sun down with realistic atmospheric conditions, fairway lies and ball spins. Or, compete against players from around the country in National Tournament mode.

HOT SHOTS GOLF 3

All without finding yourself waiting to hit behind plaid pant wearing, slow moving rich guys named something-something the third ever again. A place where caddies talk trash on the greens and no tee times are ever required. Hot Shots Golf 3. Golf for the people.

WHAT EVER HAPPENED TO...

T-RATED GTA3

Maybe it's because it would be a logistical nightmare. Or maybe it's because Grand Theft Auto III is one of the year's runaway hits (it's sold over 2 million copies). Or maybe it's because they'd rather work on a sequel. But one thing is for sure—there will be no teen-rated version of GTA3.

In our May 2001 issue we hinted at the possibility because, at that time, GTA3 developer DMA was considering the possibility. But Rockstar now says it's a definite no-go. If you've played the game, then you know what kind of an undertaking it would be to take out the profanity, tone down the violence, and sedate the adult themes. Fat chance. Besides, if those things were done, GTA3 wouldn't be nearly as enticing or seductive.

Consider this teen-rated scenario: On your way to Joey's garage you politely ask an elderly woman to give up control of her car so that you can go "take care of some things." She declines and all you can do is say, "Pleeease!" Then you find a bicycle hidden in an alley. Pedal over to Joey's where he tells you that Lips Forelli needs to be "dealt with." You go find Lips and ask him to stop causing problems in the neighborhood. After a few minutes of consideration, he agrees. He also realizes he needs some help and asks if he can borrow your sweet Huffy.

Sure, we're overstating, but how in the world can you make this a teen-rated game? You can't. So for those 16-and-unders who can't get their hands on GTA3, keep on imagining the fun everyone else is having. Because you'll have to wait.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.

TO THE MATT

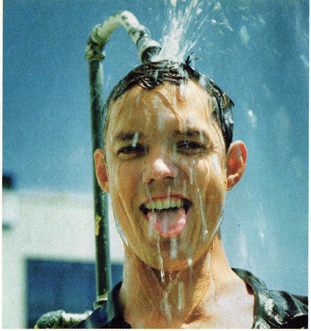


photo by Isabel Snyder/Corbis Outline

Big star gets the Big treatment

Matthew Lillard—of *Scream, She's All That, Hackers* and the upcoming *Scooby-Doo*—is undertaking a new role. He's portraying the voice of the gruff T.J. Rallins in Sled Storm, due in March from EA Sports Big. We recently sat down with Lillard to find out more.

How did you get this job? Did you have to audition, or did they ask you to do it?
They kind of found me. They had created a character who was a "whoa, dude" kind of guy, so they were looking for someone who was funny with a lot of energy to do his voice. And since EA is doing this thing where they're using actors in their game, they got in touch with my manager and not only offered me whatever amount of money—it wasn't that much—but also "games for life." And let me tell you, bro, I'm in it for the "games for life." I'm a huge game player. In fact, I've played EA games my whole life. Madden is my favorite title, I've played NBA Live like crazy, and I just started to get into NBA Street and SSX Tricky.

Did it matter what kind of character they wanted you to play?
Well, I knew it would be something fun, and they were interested in me bringing stuff, making jokes, so I was game.

Who's going to be the most impressed that you're the voice of a video-game character?
Freddie Prinze Jr. Nobody else is going to give two sh-ts that I've done it. I'm sure he's already called up EA, trying to get himself a gig. When I told him I was getting games for life, that was the first time Freddie's ever been jealous of me.

The two of you just finished shooting *Scooby-Doo*. Did you play a lot of games together?
Oh yeah. We played Madden all the time.

So who's better at Madden?
Freddie. He has an extra gene in his body or something, because he's a sick game player. I know people who play more, but I've never met anyone better at them. He's a freak of nature.

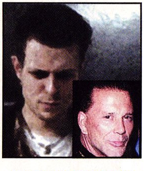
Now that you've done a video game, would you do it again?
I'd want to, but I did it for the free games, and since I now get all of EA's games for free, I don't know what I would be doing it for. Now if it was another company, oh yeah. If I could get games for life from every company there is, I can't think of anything better.

—Paul Semel

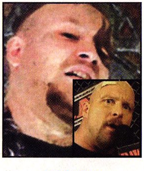
DREAM CAST

If any recent game deserves to be made into a film, Max Payne does. With its dark, brooding atmosphere and intense, film-quality action—not to mention its intentional, ongoing tribute to John Woo and Chow Yun-Fat—the game would be an action-flick director's dream. So we decided to help things along by casting eight of the main characters.

Got any ideas for a Dream Cast of your own for another game? Send us your ideas at opm@ziffdavis.com with the subject DREAM CAST.

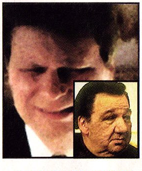


Max Payne: Mickey Rourke
Sure, Rourke may be getting up in years, but he's got the street-savvy style—and the gritty voice—to portray this good cop gone bad.



Jack Lupino: "Stone Cold" Steve Austin
Lupino: Insane, raving, drug-addled occultist mobster. Austin: Insane, raving, pro wrestler. 'Nuff said.

Nicole Horne: Maggie Smith
Harry Potter's stern Professor McGonnagall wouldn't have to make much of a stretch to portray evil mystery woman Nicole Horne.



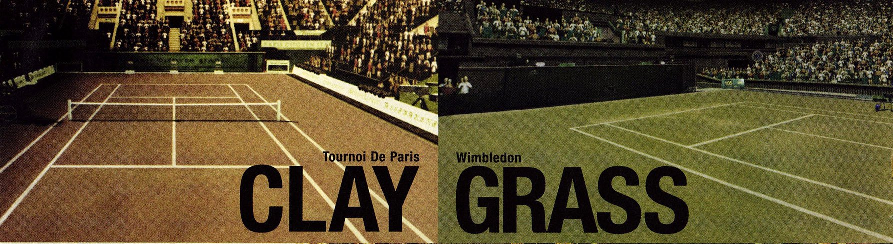
Angelo "Don" Punchinello: Joe Viterelli
Viterelli has portrayed a host of wiseguys throughout his career. One more would do just fine.

Vinnie Gognitti: Gary Oldman

Vladimir: Karel Roden

Mona Sax: Laura San Giacomo

Alfred Woden: Max Wright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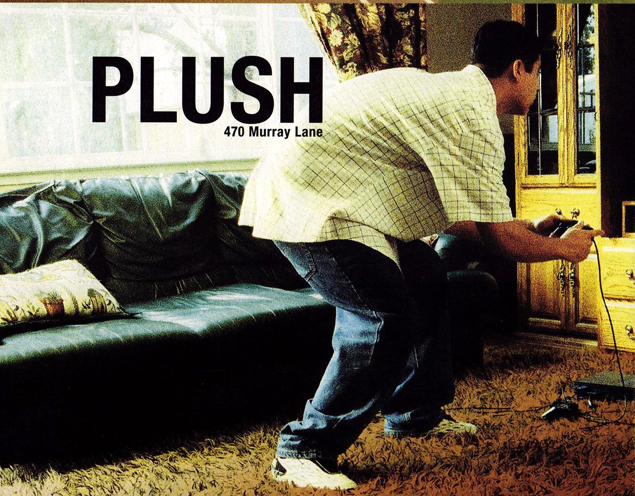
CLAY
Wimbledon
GRASS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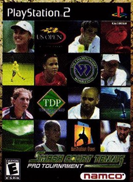
PlayStation 2
SMASH COURT TENNIS
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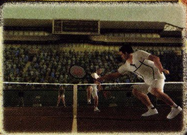
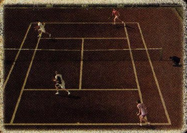
SMASH COURT TENNIS
PRO TOURNAMENT™

Andre Agassi
Pete Sampras
Yevgeny Kafelnikov
Patrick Rafter
Martina Hingis
Lindsay Davenport
Monica Seles
Anna Kournikova

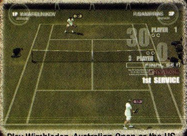
Okay, let's face it. You're never going to feel the grass of Wimbledon under your feet. But you can do the next best thing by firing up Smashcourt Tennis and feeling the shag of your living room carpet. Same pros. Same big-time tournaments. But watch out for rug burn.



Five game modes, including Pro Tournament Mode and Time Attack.



Play with up to four players with Multitap (for PlayStation®2).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P.SAMPRAS 2P
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1st SERVICE

Play Wimbledon, Australian Open or the US Open start to finish in Pro Tournament Mode.

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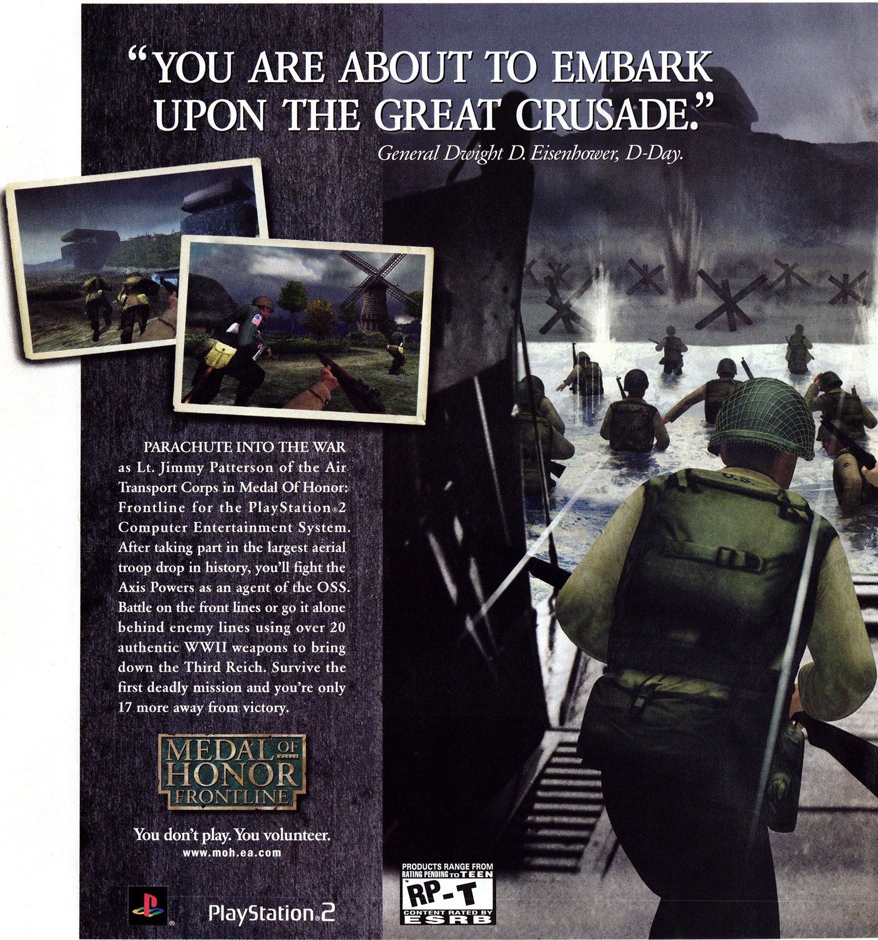


"YOU ARE ABOUT TO EMBARK UPON THE GREAT CRUSADE."

General Dwight D. Eisenhower, D-Day.

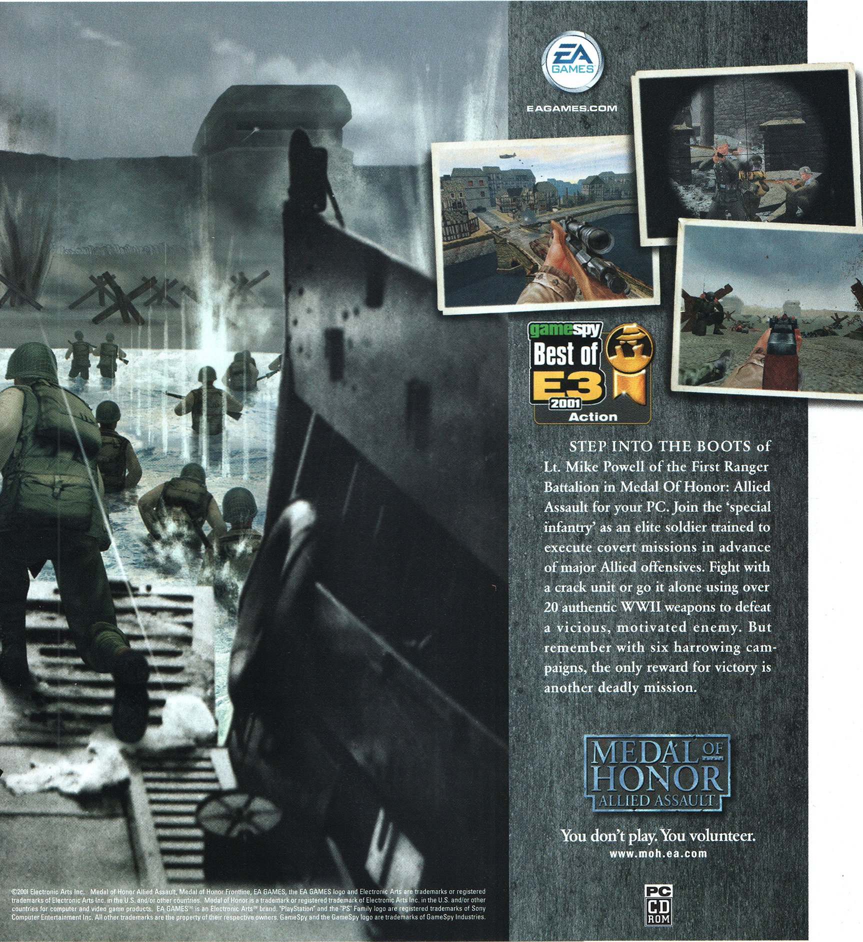
PARACHUTE INTO THE WAR as Lt. Jimmy Patterson of the Air Transport Corps in Medal Of Honor: Frontline for the PlayStation®2 Computer Entertainment System. After taking part in the largest aerial troop drop in history, you'll fight the Axis Powers as an agent of the OSS. Battle on the front lines or go it alone behind enemy lines using over 20 authentic WWII weapons to bring down the Third Reich. Survive the first deadly mission and you're only 17 more away from victory.

MEDAL OF HONOR
FRONTLINE

You don't play. You volunteer.
www.moh.ea.com

PlayStation®2

PRODUCTS RANGE FROM RATING PENDING TO TEEN
RP-T
CONTENT RATED BY ESRB



STEP INTO THE BOOTS of Lt. Mike Powell of the First Ranger Battalion in Medal Of Honor: Allied Assault for your PC. Join the 'special infantry' as an elite soldier trained to execute covert missions in advance of major Allied offensives. Fight with a crack unit or go it alone using over 20 authentic WWII weapons to defeat a vicious, motivated enemy. But remember with six harrowing campaigns, the only reward for victory is another deadly mission.

MEDAL OF HONOR
ALLIED ASSAULT

You don't play. You volunteer.

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PC CD ROM

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ROLE CALL

OPM's guide to *every* RPG on the PS one!

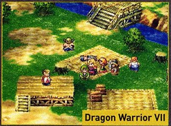
According to our calculations, if you were to devote two hours of your life *every single day* to playing PS one RPGs, it'd take you four years, three months, two weeks and five days to actually finish them all. Of course, that's only if you play all 78 of them—something we don't recommend. So to help you navigate through this massive library of RPGs, we've put together a quick but comprehensive look at every PS one RPG out there. Even if you've already upgraded to a PS2, you'll surely want to pick up some of the better RPGs that you missed the first time around.

by Gary Steinman

15 MUST-PLAY RPGs

CHRONO CROSS

Maybe the greatest PS one RPG, Chrono Cross is pure magic—a near-perfect game for Chrono Trigger fans and newbies alike. Everything is just right: The story grabs hold and never lets go, the battle system is deep and rewarding, the graphics are stunning, and the music is masterful. ●●●●●



Dragon Warrior VII

DRAGON WARRIOR VII

If you're an RPG purist, you already know what this game is about. If not, play it for a clinic on how RPGs used to be made. DWVII offers up a quest in the classic mold, short on pyrotechnics and melodrama but long on gameplay and traditional storytelling. ●●●●◖

FINAL FANTASY VII

The game that brought RPGs to the masses and kickstarted a revolution in the genre, FFVII remains the favorite PS one Final Fantasy among *OPM* readers thanks to its cinematic story and brilliant gameplay. Worth playing again just to relive the magic. ●●●●●

FINAL FANTASY VIII

Marking yet another evolutionary leap forward, FFVIII's stunning graphics and bittersweet love story charmed millions of gamers. But others sniffed at the awkward magic/stats system and recoiled from the melodrama overload. ●●●●●

FINAL FANTASY IX

OPM's favorite Final Fantasy, FFIX returned to the series' fantasy roots, offering up an unforgettable cast of characters along with a much-needed dose of humor. The well-balanced gameplay made it the perfect way to end the millennium in style. ●●●●●

FINAL FANTASY TACTICS

Sporting an overly steep learning curve, Tactics is also a richly rewarding experience. The massively deep Jobs system lets you customize your characters in near-infinite ways. With a solid 100 hours of tactical battles, FFT will keep you enthralled, despite its messy translation and horrible ending. ●●●●

FRONT MISSION 3

One of the few strategy RPGs that measures up to FF Tactics, FM3 steers clear of fantasy in favor of a futuristic mech-based game. This one has a gentle learning curve, though, easing you into the complex tactical battles and deep customization options. ●●●●◖

GRANDIA

The Saturn's answer to Final Fantasy—until it was ported over to the PS one! Grandia fans still debate the merits of their favorite battle system, saying it easily tops Final Fantasy's. It's so good that you might actually seek out random combat in this game. ●●●●◖

THE LEGEND OF DRAGOON

In many ways, a Final Fantasy clone—but with a big difference. The combat system is built around timed button presses that require your full attention and just a bit more skill than the typical turn-based fare. ●●●●◖

LUNAR: SILVER STAR STORY COMPLETE

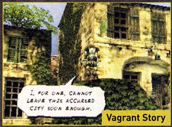
The Sega CD classic hits the PS one, and it's even better the second time around. The battle system is a strategic delight, the dialogue is sharp and witty, and the game is loaded with extras. Sure, the graphics are crusty, but who cares when a game is this good? ●●●●◖

STAR OCEAN: THE SECOND STORY

Take everything you've wanted in an RPG, throw in the kitchen sink (and dishwasher too), and you've got Star Ocean. With tons to customize, as well as a branching story and real-time battles, this game is immense. ●●●●◖

SUIKODEN

One of the first PS one RPGs, and still one of the best. The game is pure fun, thanks to its zippy battles and diverse miniquests. The best part: Find and recruit a whopping 108 characters to join your revolution! (NOT RATED)



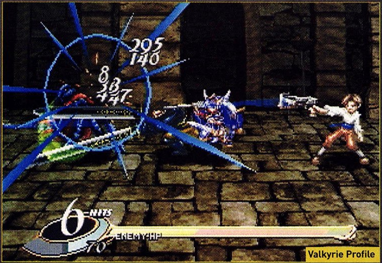
Vagrant Story

VAGRANT STORY

A majestic presentation and stirring storyline make this one a feast for the senses. The chain-based combat system gets mixed reviews, though: Some love it, but others found it monotonous and frustrating. ●●●◖

VALKYRIE PROFILE

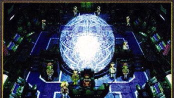
Valkyrie Profile's combo-based battle system and constantly changing cast of warriors prove that RPG combat can be innovative and fun. Lush 2D graphics and sweeping music round out this overlooked gem. ●●●●



Valkyrie Profile

XENOGEARS

With a story that tackles all kinds of weighty issues (like, say, God and religion), Xenogears gave players lots to think about. But it isn't just a head game: The battle system, with its hand-to-hand combat and giant mech fights, is an absolute blast. ●●●●



Star Ocean

WHAT KIND OF RPGAMER ARE YOU?

Take our quick quiz to find out what kind of role-player you are. Just answer the following questions, then turn to the next page to see where you rank among the RPG devotees.

1. How many of the 78 PS one RPGs have you played?
a. Just a few
b. Maybe half
c. Almost all of them!

2. When you pick up a new RPG, you...
a. Immediately start playing
b. Read the manual first
c. Use a strategy guide or online walk-through while you play

3. Which of the following do you own? (Circle as many as apply.)
a. RPG action figures
b. RPG soundtracks
c. RPG underwear

4. Which long-running RPG franchise do you prefer?
a. Dragon Warrior
b. Final Fantasy
c. I haven't played enough of both, so I can't really decide

5. Have you ever dressed up as an RPG character? (Yes or No)

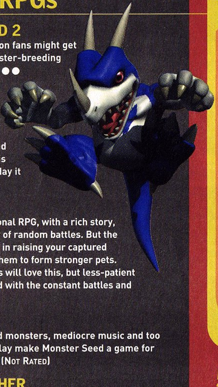
6. Final Fantasy VII was ...
a. A revolutionary step forward for the genre
b. The first RPG I ever played
c. The death knell for traditional RPGs, no thanks to its overly cinematic, mainstream approach. I mean, these were *our* games, damnit! How dare they dumb them down for the ignorant masses. I hate everyone!

7. If you had to buy one (and only one) other next-gen console today, which would you purchase?
a. Gamecube
b. Xbox
c. Dreamcast

8. When an RPG lets you change the names of your characters, you...
a. Always rename every character who joins your party
b. Never rename any character
c. Only rename the main character and never rename his love interest, because if she dies, you'd be sad that she has the name of a girl you like

9. Identify the following four people:
a. Yasunori Mitsuda
b. Victor Ireland
c. Hironobu Sakaguchi
d. Yuji Horii

BREEDING RPGs



DIGIMON WORLD 2

A rather dull RPG, but Digimon fans might get a kick out of the limited monster-breeding aspects. Key word: "might." ●●

DRAGONSEEDS

Repulsive graphics, pathetically simple gameplay (it's basically the same two minigames over and over) and shallow combat relegated this game to the bargain bin the day it came out. ●●

JADE COCOON

On its surface this is a traditional RPG, with a rich story, gorgeous graphics and plenty of random battles. But the real meat of Jade Cocoon lies in raising your captured monsters and then merging them to form stronger pets. Fans of Pokémon-style games will love this, but less-patient gamers are likely to get bored with the constant battles and repetitive dungeons. ●●●◖

MONSTER SEED

Horrible dialogue, uninspired monsters, mediocre music and too much trial-and-error gameplay make Monster Seed a game for hardcore breeding fans only. (Not Rated)

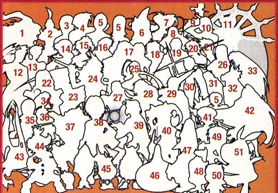
MONSTER RANCHER

Breed monsters using your CD collection, including everything from music albums to computer discs to other PlayStation games. Spend years training and battling your virtual pet, in hopes of reaching the highest level. It's highly addictive (if a bit repetitive), with near-unlimited gameplay. Heck, you'll have a blast just uncovering all the special monsters coded into specific discs! And, believe us, you're likely to develop a soft spot for your critters—to the point where you'll even shed a tear when they move on to the Great Monster Ranch in the Sky. (Not Rated)

MONSTER RANCHER 2

Merely more of the same? Maybe—but Monster Rancher 2 improves on its predecessor with a better battle system, a new side-story element and even more monsters. If you're gonna buy only one of these games today, stick with the sequel. ●●●●

SO, YOU THINK YOU'RE HARDCORE...



Well, can you name all of the characters in our RPG role call? If so, send your list to us at our usual addresses, and we might send you a little something in return. That is, *if* you get them all correct!

SOMETHING DIFFERENT

HARVEST MOON: BACK TO NATURE

More than just a farming game, Harvest Moon is like a whole-life simulator. Sure, you spend the bulk of your time tilling the soil, rotating crops, and tending to your livestock, but the real fun comes in wooing the ladies and interacting with all the townsfolk. A unique and rewarding game for anyone patient enough to commit to this sometimes repetitive and slow-paced but wholly open-ended game. ●●●◖

RHAPSODY: A MUSICAL ADVENTURE

Just what you've always wanted: a musical (as in Julie Andrews, *Sound of Music*—not PaRappa, mind you) RPG. Starring a girl who has to save the prince, Rhapsody is full of endearingly cheesy songs that'll surely get you grinning. The writing is absolutely inspired as well, with a delightfully bitchy tone that mature players will enjoy. It's not much of game, though, and it's tough to find in stores. ●●●

TAIL OF THE SUN

OK, so this isn't really an RPG. It's also not much of, well, anything else. But the thing is, Gary bought this game way back in the day (pre-*OPM*, of course) because all the ads *claimed* it was an RPG. Instead, he got a game starring a tribe of cavemen that wanders aimlessly in search of God-knows-what. Cavemen who literally fall asleep, leaving you staring agape at the TV screen, wondering what the hell is going on. Gary's shrink recently revealed that this game is the root of all his current social dysfunction. (Not Rated)

THOUSAND ARMS

The battle system is too simple. The story is predictable. The interface is clunky. So what sets this apart from the mass of mediocre RPGs? The dating-sim aspects, for starters. In fact, your abilities will grow and develop depending on how well you do with the ladies. Best played with Ascii's now-discontinued one-handed controller. ●●●●

5 GREATEST RPG MOMENTS

1 THE DEATH OF AERIS

When Final Fantasy VII killed off one of the main characters midway through the game, it made it chic for RPG guys everywhere to boast about shedding a tear over a game. Even today, people are *still* searching for a legitimate way to revive Aeris (no, the Gameshark code doesn't count).

2 CHRONO CRISSCROSS

You saw it coming from the beginning of Chrono Cross, but nothing could prepare you for what was really about to happen. Serge, the main character, swaps bodies with villain Lynx just before Kid kills him with a single stab. Talk about a buzzkill. Now not only are you the bad guy, but you're dead at the hands of one of your best friends.

3 RAGE OF THE BLACK MAGE

He's cute. He's cuddly. He's tons of fun. But Final Fantasy IX's Vivi is also one of the greatest existential heroes to appear in an RPG, engaged in a difficult, troubling search for meaning in his absurd, cruel world. One scene in particular stands out: After seeing so many of his brethren meaninglessly slaughtered, Vivi unleashes his awesome powers in a stunning airship sequence.

4 COME SAIL AWAY

In an incredibly touching and memorable scene, Luna, of Lunar: Silver Star Story Complete fame, jumps on a boat and sails back with you to Meribia. Beyond the drama, this moment also came as quite a shock to anyone who played the Sega CD version of Lunar. You see, originally you sailed away, leaving Luna behind. This time around, she joins you, and you actually end up getting a little more insight into her character. Plus, it's a much happier ending.

5 JOIN THE REVOLUTION

Even though nothing particularly special happens when you find and recruit all 108 characters in Suikoden, nothing beats that immense feeling of satisfaction at actually accomplishing this monumental task.

RPG MAKER

More than most gamers, RPG fans have this driving desire to make their own games. That's where RPG Maker comes in. If the name doesn't explain it, then we will: You can literally build your own RPGs, then save them to a memory card and play through them at your leisure. It's a bit overwhelming at first and requires a real time investment, but it's well worth the effort. ●●●●◖

RETRO REDUX

FINAL FANTASY ANTHOLOGY

Two Final Fantasies for the price of one? You can't beat that—especially when one is FFVI, often cited by long-time fans as the best of the series. You also get FFV (released for the first time in the U.S.), which, while short on story, is long on gameplay thanks to the revolutionary "Job" system. ●●●●◖

FINAL FANTASY CHRONICLES

More than just a Final Fantasy collection, Chronicles includes Chrono Trigger along with an improved FFIV. Both are classics that stand the test of time. Just be warned: Trigger suffers from some insufferable load times. ●●●●

LUNAR 2: ETERNAL BLUE COMPLETE

As good as the first Lunar remake, but we still like Silver Star Story better. This one is tougher, though, so if you're looking for a real challenge, be sure to check it out. ●●●●

OGRE BATTLE: LIMITED ED.

An odd strategy game that has a rabid cult following. We don't like it because we never felt in control of the action. There's too much happening at once, none of it fun. (Not Rated)

TACTICS OGRE

Developed by the same team responsible for the brilliant Final Fantasy Tactics, Tactics Ogre lets you take control of even more characters during battles and has eight different endings. A worthy choice if you can see past the 16-bit graphics. ●●●◖

STRATEGY RPGs

ARC THE LAD COLLECTION

Working Designs put together an amazingly massive collection, including three main games, a side game, a documentary disc and other goodies. All the games are a bit on the simple side, but they're good fun with some witty dialogue shoehorned in. A great value. ●●●●

Arc the Lad

BRIGANDINE

Although it's got the requisite depth of a good strategy RPG, Brigandine's slow pacing and dated graphics hold this back from greatness. Still, a solid title for fans of the genre. ●●●◖

HOSHIGAMI: RUINING BLUE EARTH

With a graphics style that brings to mind Final Fantasy Tactics, this game came with high expectations. But the gameplay is so cheap, unbalanced and just plain old unfun that it should be avoided at all costs. ●●◖

KARTIA

Deceptively simple battles, characters designed by the venerated Yoshitaka Amano, and a two-player head-to-head mode make this a solid choice for dabblers into this sometimes-too-complex genre. ●●●●

MASTER OF MONSTERS

Weak enemy A.I. robs this game of any challenge. Throw in last-gen graphics and a clunky interface, and you've got a recipe for boredom. The only saving grace: a decent multiplayer mode for up to four players. (Not Rated)

SAIYUKI: JOURNEY WEST

One of the better strategy games of the past year, Saiyuki skews a bit younger than FF Tactics, but it comes darn close to replicating those classic strategic battles. ●●●◖

VANDAL HEARTS

This still stands as an *OPM* favorite thanks to its fine balance of strategic depth and straightforward gameplay. Despite its severely dated graphics, Vandal Hearts is a perfect introduction to this complex genre. (Not Rated)

VANDAL HEARTS II

Rather than just offering more of the same pick-up-and-play strategizing of its predecessor, VHII added a new simultaneous-movement feature. The result? It's more challenging, but also a lot more frustrating. We still prefer the first one, ugly graphics and all. ●●●◖

VANGUARD BANDITS

What's this? A mech-based strategy game brought to us by Working Designs? That's gotta rule! Well, not quite. See, they forgot to add a key element: strategy. Instead, we're left with boring, drawn-out battles where patience is all you need to win. ●●◖

Doll Miles
HP
18
94
HP
Common Miles
Kartia

WHAT KIND OF RPGAMER ARE YOU?

Tally up your point total using the following guides:

1. a = 1; b = 2; c = 3
2. a = 2; b = 3; c = 1
3. Give yourself 1 point for each answer you circled
4. a = 2; b = 1; c = 0
5. Give yourself 3 points if you answered "Yes"
6. a = 2; b = 1; c = 3
7. a = 1; b = 0; c = 2
8. a = 1; b = 2; c = 3
9. a = composer for Xenogears and Chrono Cross, among others; b = president of Working Designs; c = creator and producer of Final Fantasy; d = producer of Dragon Warrior series. Give yourself one point for every person you were able to identify.

RPGuppie (4-9)
Your first, and maybe your only, RPG was Final Fantasy VII—and you still don't get what all the fuss was about. In fact, even this quiz has you scratching your head. Dress up as a game character? Buy a soundtrack? Lame! Quick—fire up some Madden to get the foul taste of geekiness out of your mouth!

RPGeneralist (10-15)
RPGs are part of your well-rounded gaming diet, but by no means the only genre you enjoy. In fact, you never seem to get around to finishing most of the RPGs you play. Sure, they're good fun and all that, but c'mon—you also like to get some fresh air now and then, or even (*gasp*) go out on a nice date! With a real-life girl, no less!

RPGuru (16-21)
You know and love your RPGs—they're your favorite genre. In fact, you're nearly obsessive about them, finishing each one before moving on to the next. You've been playing them since back in the day, so you still get misty-eyed every time you see a superdeformed, sprite-based character. But you're not such a nostalgia buff that you won't enjoy the latest RPGs to hit the market.

RPGlutton (22-26)
Life without RPGs is no life at all. Why? Because you live your entire life on screen, only breaking away for a brief repast of Cheez Whiz and Kool Aid. Late at night, you jump onto obscure message boards to complain about everything that's wrong with an RPG you just played for 382.7 hours straight. You have deep, meaningful conversations with your collection of imported action figures. Sunlight is painful to you. Basically, you're way too hardcore for us, dude!

ACTION RPGs

ALUNDRA
A sprawling Zelda-like adventure (the 16-bit Zelda, that is), all in 2D, with Working Designs' unique brand of humor and writing wedged in—yep, it's easy to see why this is a fanboy favorite. ●●●●◖

ALUNDRA 2
So it's Alundra 2. But there's no Alundra. And none of that 2D classic goodness of the first Alundra. In fact, this game has almost nothing in common with its predecessor, save the name. ●●●

BLOOD OMEN: LEGACY OF KAIN
Unlike the adventure stylings of the later Kain titles, Blood Omen is a straight-up 2D action RPG. And it was a brilliant game—if you can handle constant, mind-numbing load times. (Not Rated)

BRAVE FENCER MUSASHI
Square's lighthearted game challenges the thumb as well as the mind with a nice array of platform-style elements, arcadey combat and clever puzzles. ●●●●

CHOCOBO'S DUNGEON 2
An old-school dungeon crawl starring a cast of cutesy critters of Final Fantasy fame. The randomly generated dungeons are solid enough, but this is best for younger gamers. ●●◖

DARKSTONE
A not-so-pretty $10 Diablo clone that really surprised us. It's a great value, thanks to its depth and replayability. ●●●◖

DIABLO
This hack-n-slasher manages to stay true to the PC classic. Even better, the PlayStation version also includes a Gauntlet-style two-player mode. ●●●●

DRAGON VALOR
A derivative arcadey action game with barely enough fixings to give it a push into the RPG category. A quick and forgettable diversion. ●●●

PARASITE EVE II
More Resident Evil than "cinematic RPG," Parasite Eve II straddles the survival-horror genre, just barely maintaining its status as an action RPG. A short game, but one of the best of its kind. ●●●●◖

MONKEY HERO
Monkeys are supposed to be a gas—but not in this case. This Zelda clone does just about everything in its power to keep you from enjoying yourself, tripping you up with a nasty banana peel of terrible graphics and horrible control. ●●

THREADS OF FATE
Not quite as good as Musashi, but a solid effort nonetheless, Threads of Fate has two separate but intertwined quests, interesting puzzles and engaging combat. The story's a bit juvenile, though. ●●●◖

TORNEKO: THE LAST HOPE
Another dungeon crawl, but unlike Chocobo's Dungeon 2, this one isn't worth playing, even for fans of the genre. What's more, Torneko has one of the worst save systems ever. Yech. ●●

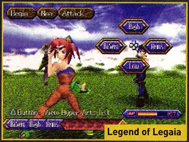
TRADITIONAL RPGs

AZURE DREAMS
Offering an eclectic mix of gameplay styles (part action/RPG, part strategy, part virtual pet, with a taste of dating sim thrown in), Azure Dreams has its hardcore fans. But we found it falls far short of its ambitions, suffering from lackluster graphics and repetitive gameplay. ●●●

BREATH OF FIRE III
Always solid but never anything special, the Breath of Fire series had its relevance back when there were far fewer RPGs to choose among. This third chapter is yet another decent game, but nothing special. ●●●◖

BREATH OF FIRE IV
Another chapter in the Breath of Fire series, and once again Capcom has produced a solid but derivative game. This time around, though, the combat is much better, thanks to the option to swap in party members during battles. ●●●◖

GRANSTREAM SAGA
A profoundly average RPG. The pluses: crisp, clean 3D graphics, anime cutscenes and a nifty overhead perspective. The negatives: poor translation, repetitive (but nicely done) real-time combat and limited, linear gameplay. ●●●



Legend of Legaia

GUARDIAN'S CRUSADE
Colorful graphics, wacky writing and a unique premise might lead you to think this game has a lot to offer—but think again. The quest is too short, your ever-present companion monster "Baby" lives up to its name, and the gameplay is as shallow as a drunken fratboy. ●●●

KING'S FIELD
An innovative game when it was released, King's Field features 3D graphics and a unique first-person perspective. But with each passing year, this game gets more and more dull. Combat is a chore and the action is painfully slow. (Not Rated)

KING'S FIELD II
More of the same. 'Nuff said. (Not Rated)

KOUDELKA
Koudelka's richly atmospheric and haunting 19th century story sets it apart from most RPGs, but the battles are ugly, bland and unbalanced. With some more polish, this could have been great. ●●●

LEGEND OF LEGAIA
Legaia's humor provides a nice change from the majority of RPGs that take themselves far too seriously. The battle system is also a breath of fresh air, with an innovative method for chaining attacks together. Too bad those battles are so frequent and take so darn long! ●●●●

LEGEND OF MANA
Fans of the SNES classic Secret of Mana were in for a severe letdown when Square finally released this long-awaited followup. Mana had no central plotline, depriving you of a reason to continue playing—which was sorely needed given the awful combat system. ●●◖

PARASITE EVE
Square dubbed this a "cinematic RPG," hoping to create a new subgenre. Though that label never stuck, Parasite Eve did manage to offer a grisly but gorgeous sci-fi thriller with a unique hybrid real-time/turn-based combat engine. ●●●●

PERSONA
Persona gained a cult following due to its modern-day setting, absurd dialogue and the oddball option to chat with monsters rather than fight them. It never really pulls together like its sequel, but in those early PlayStation days it offered something remarkably different. (Not Rated)

PERSONA 2: ETERNAL PUNISHMENT
Moody, modern and macabre, Persona 2 has a deep battle system that in some ways resembles a real-time strategy. But the real fun comes from the heavy story, full of murder, betrayal and mystical mumbo-jumbo. Give it a try. ●●●●

SAGA FRONTIER
Square's first attempt at crafting a non-linear RPG fell flat, but we felt it was unfairly crucified by far too many critics. Yes, the story is jumbled and unfocused, and the battle system is clumsy, but the lighthearted feel and the beautiful

Saga Frontier 2

5 WORST RPGs

BATTLE HUNTER
A review quote: "With its dreary levels, tedious gameplay and awkward setup, Battle Hunter is a real snoozer—the kind game of that causes the eyes to glaze over while the brain desperately searches for *any* random thought that's more amusing than this." ●◖

BEYOND THE BEYOND
The first traditional PS one RPG, Beyond the Beyond is one of the worst ever. (Not Rated)

DIGIMON WORLD
Even Digi-fans will recoil at this awful mess. The worst part: battles in which your Digimon actually ignore you. ●◖

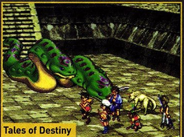
ETERNAL EYES
From our review: "Part strategy, part RPG, part monster collector/breeder game, Eternal Eyes disappoints on all counts." An unredeemingly boring game. ●◖

SHADOW TOWER
Another review quote: "There are plenty of bad games, but only a special few can be considered truly horrible.... Only masochists and freakishly loyal King's Field fans should even consider *renting* this pile; everyone else stay the hell away." ◖

backgrounds make it worth a passing glance. ●●●◖

SAGA FRONTIER 2
What a difference a sequel makes! Saga Frontier 2 looks fantastic, with rich, colorful backdrops that resemble watercolor paintings. The story is even better, with branching pathways that weave together during several centuries and involve generations of characters. The combat, though, quickly gets dull and repetitive. ●●●◖

SHADOW MADNESS
The first traditional PS RPG developed here in the U.S., Shadow Madness has a story that rivals even the best Japanese titles. Too bad the graphics and the combat are so mediocre that they make this one a task to play. ●●◖


Tales of Destiny

SUIKODEN II
By the time it came out, this game's graphics were hopelessly dated compared with the current crop of RPGs. Yet Suikoden II is just as magical as its predecessor, and even lets you use your save file from the first game to bring back certain characters. ●●●●

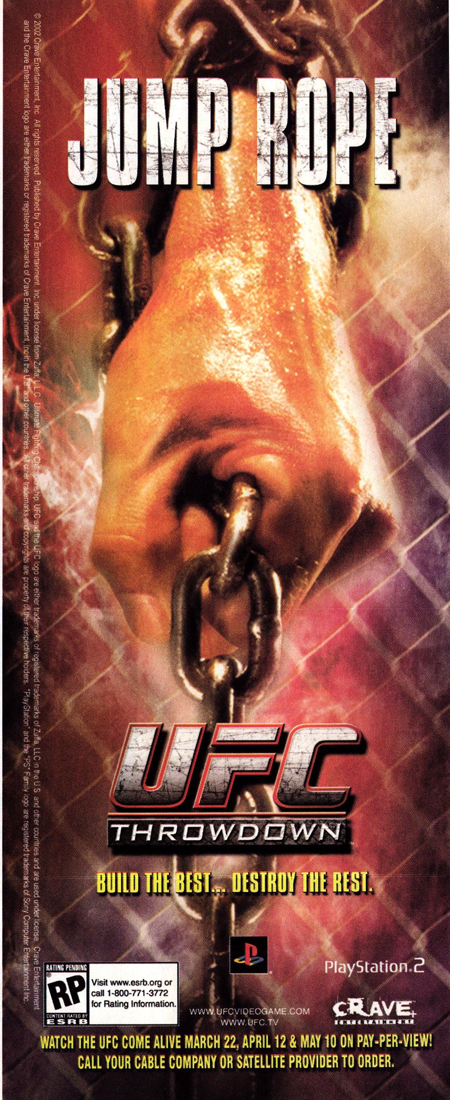
HP
TP
ENEMY
Stahn 528 65
Rutee 432 54
Mary 578 62
Beast Bear

TALES OF DESTINY
Namco captured the flavor and fun of classic RPGs with this decidedly old-school affair. The action-oriented battle system gives you full control over your main character (the others are computer-controlled) and plays out like a stripped-down fighter. ●●●●

TALES OF DESTINY II
Much better-looking than its prequel, but somehow not quite as fun. A decent choice if you're a fan of the first one. ●●●◖

WILD ARMS
A solid early entry into the PS one RPG field—but unless you're a big fan of Wild West-inspired role-playing games, this one doesn't quite hold up. Good, but nothing special. (Not Rated)

WILD ARMS 2
Like the first one, Wild Arms 2 is a mildly satisfying game—you'll enjoy it while playing it, but you're likely to walk away from gaming sessions feeling somewhat unfulfilled. Still, it's the perfect kind of game to play in between the bigger releases. ●●●◖



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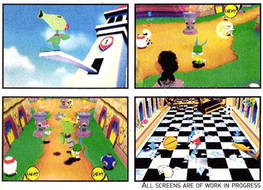


ALL SCREENS ARE OF WORK IN PROGRESS

MEET THE PRESIDENT

Now celebrating its 10th anniversary, Treasure has quite a long history behind it. We spoke to Treasure president Masato Maegawa to find out more about his company.

Can you explain how Treasure started out?

The company was founded by about 10 people, myself included, after we all left Konami. We wanted to stand on our own feet and make the kinds of games that we wanted. I had my sights set on creating my own game company ever since my college days, so I started saving my money then. I told Konami that after three years I'd have enough to make my own studio. And I did.

How did you come up with the name?

We came up with a list of over 100 names to choose from, and I picked it out because it made the most sense. The Treasure logo is basically a treasure box that represents my company. And the treasure inside represents my employees.

How many people work at Treasure?

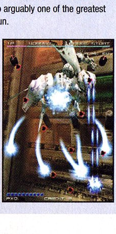
About 30. However, we don't have 15 people working on a project at a time, like many other companies do. In some cases, we'll have maybe three people tops working on one project from start to finish. It's not an easy thing to do, but if you want to make a game really good, you have to work really hard. Take, for example, our upcoming shooter Ikaruga. Only three people made that game, but they spent two years developing it.

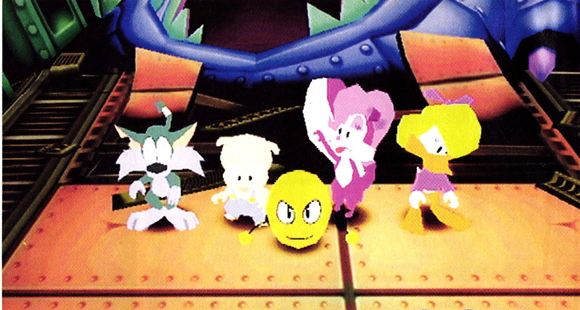
How do you choose the projects you want to do?

Our policy is to make games that we want to play. That's why we usually end up with action games most of the time. [laughs]

WHAT ABOUT THE FUTURE?

After Tiny Toons Adventures: Defenders of the Loonyverse, Treasure plans to bring out Ikaruga, a space shooter for the PS2. What's so cool about it is that it's the sequel to arguably one of the greatest shooters of all time, Radiant Silvergun.





TREASURE TOON

Acclaimed Japanese developer takes cartoon license to wacky new levels

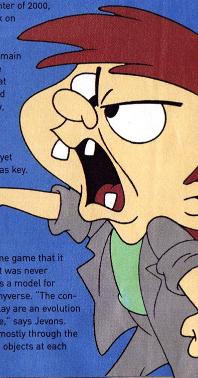
Mention the name Treasure to any hardcore gamer and it's likely that his or her eyes will suddenly widen with eager interest. You see, Treasure is a small Japanese developer that has continually produced some of gaming's most unique and addictive titles, yet for some reason or another those games have rarely achieved much commercial success. Whether it's the fact that many of its games feature extremely unconventional designs, or that these titles have often been poorly promoted here, Treasure just hasn't been able to enjoy the widespread acclaim that it really deserves.

But that's all likely to change soon. For the first time ever in the company's history, Treasure is working on a game based on a commercially viable franchise: Warner Bros.'s Tiny Toons. And considering that the popular cable network Nickelodeon recently picked up the show and is putting a major push behind it (with even a rumored new episode in the works), the timing couldn't be better. With its new title Tiny Toons Adventures: Defenders of the Loonyverse, Treasure may finally be catapulted into the mainstream spotlight. But not that it would much care.

You see, Treasure doesn't particularly want attention. Even though its Shinjuku, Tokyo, offices house some of the finest programming talent around, you'll never see its developers grabbing the spotlight as you would with, say, Sega's Yu Suzuki or Konami's Hideo Kojima. They just don't care about it. Making good games—and more important, games that they think are cool—are what's foremost on their minds.

"But then why do a game based on Tiny Toons?" you might ask. Simple. Treasure loves Tiny Toons. In fact, some of the Treasure staff actually worked on Konami's Tiny Toons titles for the Sega Genesis and Super Nintendo way back in the day. "The topic of Treasure creating a Tiny Toons Adventures game just kind of popped up when we were discussing potential future projects," says producer Dan Jevons of Conspiracy Entertainment, which had previously worked with Treasure on localizing Stretch Panic. "They liked the show, we had the license, and they had a great game concept that perfectly fit the license." So in the winter of 2000, Treasure started work on Defenders of the Loonyverse.

From day one, the main objective was to come up with something that was all about pure and simple fun—you know, along the lines of a Bomberman or the Gamecube's Super Smash Bros. Simple, yet addictive gameplay was key.

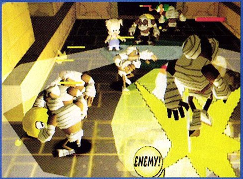


Interestingly, Treasure used a PS one game that it previously created but was never released in the U.S. as a model for Defenders of the Loonyverse. "The control and basic gameplay are an evolution of Rakugaki Showtime," says Jevons. "Combat is achieved mostly through the mechanic of throwing objects at each

other, though there are a few projectile weapons and melee attacks too." The gameplay, though, is straightforward thanks to the use of auto-lock and homing functions. "It's a 3D game, but Treasure has kept the feeling of 2D control," Jevons enthuses.

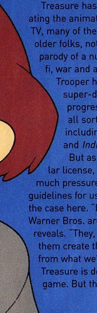
Treasure also wanted four-player support right from the start. "Three's company, but four's a party," says Jevons. In addition to arena-style modes where four players can battle it out, Treasure added a story mode that allows four buddies to cooperate simultaneously, battling enemies and bosses in huge environments.

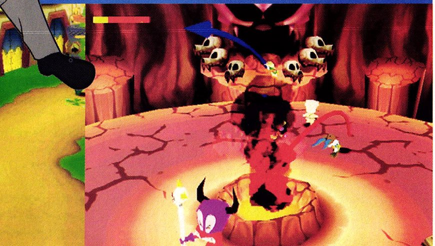
But besides the fun gameplay, one of the biggest feats of Defenders of the Loonyverse is just how well Treasure has managed to capture the look and feel of the animated show. "Treasure actually didn't want to go for the cel-shaded look, and that was fine with us," Jevons admits. "They are using some subtle directional shading on the characters to create the game's unique style. It's simple but very effective." Unfortunately, the early shots of the game here don't show off how it looks in its most current state—and they certainly can't demonstrate how greatly animated the characters are. It literally looks like an interactive cartoon.



Treasure has also done an admirable job of re-creating the animated show's sly wittiness. Just like on TV, many of the jokes are clearly aimed toward the older folks, not just the kids. The story is actually a parody of a number of different popular fantasy, sci-fi, war and action movies. Montana's Drizzle Trooper henchmen, for example, all look like super-deformed Stormtroopers, and as you progress through the game you'll run across all sorts of other references to other movies, including *Saving Private Ryan, The Mummy* and *Indiana Jones.*

But as with any game that's based on a popular license, there's always that worry of putting too much pressure on the developer to adhere to strict guidelines for using the source material. That wasn't the case here. "Believe it or not, our contacts at Warner Bros. are also big Treasure fans," Jevons reveals. "They, like us, trusted Treasure enough to let them create the game they wanted to create." And from what we've seen so far, it really does look like Treasure is doing what it does best: making a fun game. But this time, with popular characters.





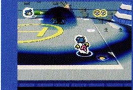
Talk About Good Credit

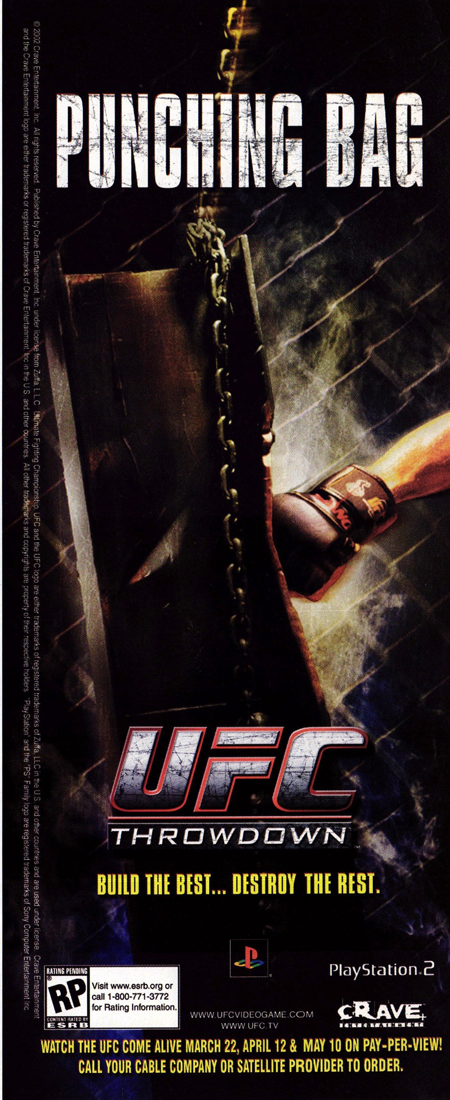
The director of Tiny Toons Adventures: Defenders of the Loonyverse, Tetsuhiko Kikuchi, has quite a history of good games under his belt. He worked as a designer on Gunstar Heroes (Sega Genesis) and Radiant Silvergun (Sega Saturn, Japan only), and also as a director and lead designer for Guardian Heroes (Sega Saturn) and Rakugaki Showtime (PS one, Japan only).

Gunstar Heroes

Radiant Silvergun

Guardian Heroes


Rakugaki Showtime



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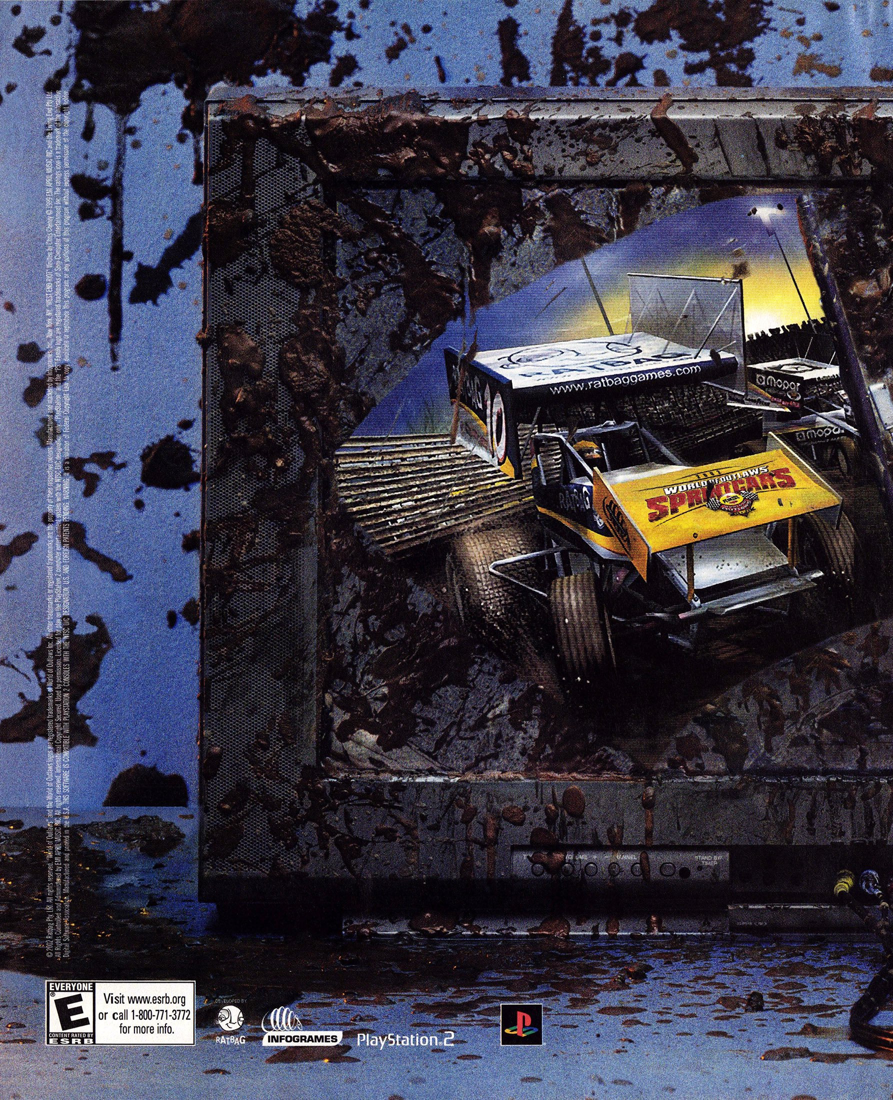

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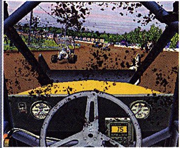

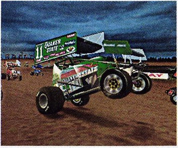

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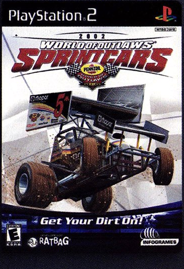
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Vibri Makes a Comeback?

PaRappa the Rapper creator Masaya Matsuura is working on a PS2 sequel to his stylish music-based platform game Vib Ribbon. Let's hope this one actually makes it over to the U.S.

THE INSIDER

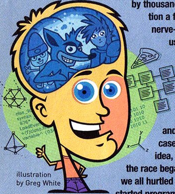


illustration by Greg White

Ah, the thrill of game development.

They give you money. And a time limit. Oh, and sometimes a concept, but the rest is up to you. True, there's also monthly deadlines. And a publisher who watches your every move. And the warm, fuzzy feeling of knowing whatever you do will be seen by thousands of gamers, not to mention a few reviewers. Yeah, it's nerve-wracking, but it also forces us to try our best. And if we weren't ready to do this, then we shouldn't be making games....

Starting a new game is like starting anything else: You take a single step, and then you're off. In this case, we started with a nifty idea, and after a few meetings, the race began. But this doesn't mean we all hurtled toward our cubicles and started programming and designing. Sure, we only have a short time, but first comes the interesting part—figuring out how to make a keen game out of our concept.

Do we want it to be a puzzle game? A fighter? An action/adventure? An RPG? Sure, the idea lends itself to all these genres, but which do we want? Which one makes sense considering the time and resources we have available? Hell, which one would *we* want to play? Once that little choice is made, then the design document is started—the greatest period of the game-making process. Oh, and the worst.

You're suddenly in a position where you're allowed to dream as big as you want. Every single thought that pops into your head is viable, no matter how crazy, and you pile them all into a document. This is called The Wish List, and by the time you're done it contains the ingredients to the Greatest Game Ever Made. That is, of course, until the programmers sit down with it, laugh, and then explain to you, as gently as possible, that you're nuts. That it would take the combined staff of Square, Konami and Namco to pull off this magical title.

Shaking off these comments, we turn our attention to filling out the rest of the design document. Creating this stack of papers, which eventually grows into a massive bible chock-full of every detail contained in the game, is an incredible task.

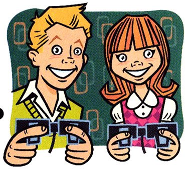
Let's put it this way: You're creating an entire game on paper. Long before any code is written, questions need answering. The design document should include everything from the overall game concept down to listing how art assets could be used between areas. It should go over the general size of the levels, terrain types, special items that could be found, lists of actions, scripted events, foes, even the time of day. By the time you're done, anyone should be able to read this design document and play through the entire game in his or her mind.

Once this is done, the programming, art and design begins. And then, two years later, you have a fantastic game. The End.

Ryan Lockhart (ryan_zwei@yahoo.com) is actually lying. He ran out of space, so he made up a lame ending. There are actually a few more steps before a game is done, and every couple months he'll be back with an update on Seven Studios' new project. What game is it you ask? Ah, hah! That's a secret!

P.S.A.T.

(PlayStation Aptitude Test)

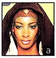


1. Yu Suzuki, developer of the Virtua Fighter series, also worked on which of the following arcade classics?
a. Donkey Kong
b. Space Harrier
c. Centipede
d. Zaxxon

2. Which of the following is the odd one out?
a. Pai
b. Lau
c. Lei Fei
d. Kazuya

3. Xenosaga is the first PS2 game to make use of what technology?
a. 5.1 Surround Sound
b. Dual-Layered DVD-ROM
c. Blast Processing
d. Geo-Mod Engine

4. Who of the following is Adi Gallia, whose ship you pilot in Star Wars: Jedi Starfighter?



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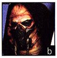

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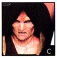

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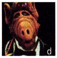


d

5. What weapon do you use against the ghosts of Fatal Frame?
a. Laser Gun
b. Camera
c. Flashlight
d. Lantern

6. Which of the following is a game that Japanese developer Treasure has not worked on?
a. Silhouette Mirage
b. Silpheed: The Lost Planet
c. Stretch Panic
d. Gekido

7. Soul Calibur 2 is said to have fewer what this time around?
a. Polygons
b. Movie sequences
c. Buttons to press
d. Ring Outs

8. What game is known for first using the John Woo-esque camera effect that's found in Dead to Rights?
a. Devil May Cry
b. Oni
c. Max Payne
d. Looney Tunes: Sheep Raider

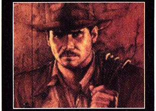
9. When does *Resident Evil* (the movie) take place in relation to the first game?
a. One year before
b. One month before
c. One year later
d. It has no relation to the game series

10. Which Super Bowl MVP didn't make the cut for NFL Blitz 2002?
a. Kurt Warner
b. Terrell Davis
c. Tom Brady
d. Ray Lewis

Answers
1.b 2.d 3.b 4.a 5.b
6.d 7.d 8.c 9.b 10.c

DATA STREAM

Move Over, Lara

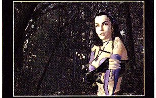


The original tomb raider is making a return. That's right, folks, LucasArts will bring out an Indiana Jones game for the PS2 this fall!

More Dance Trax

Konami is releasing a new PS one update to Dance Dance Revolution this April. Titled DDR Konamix, the disc will feature over 50 new songs.

A New Nightmare



Ubi Soft and Kalisto are working on Nightmare Creatures 3 for release on the PS2 this fall. It's said to be even more tension-filled than before.

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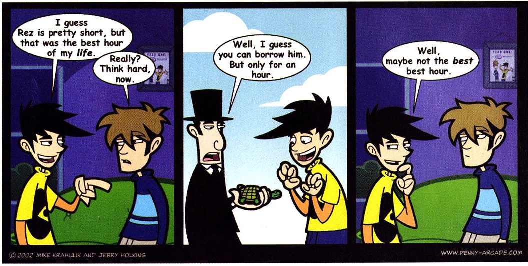
I guess Rez is pretty short, but that was the best hour of my *life*.
Really? Think hard, now.
Well, I guess you can borrow him. But only for an hour.
Well, maybe not the *best* best hour.
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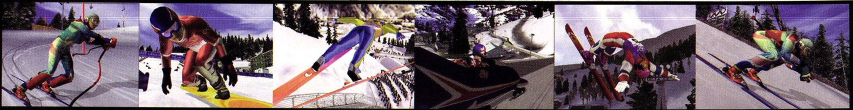

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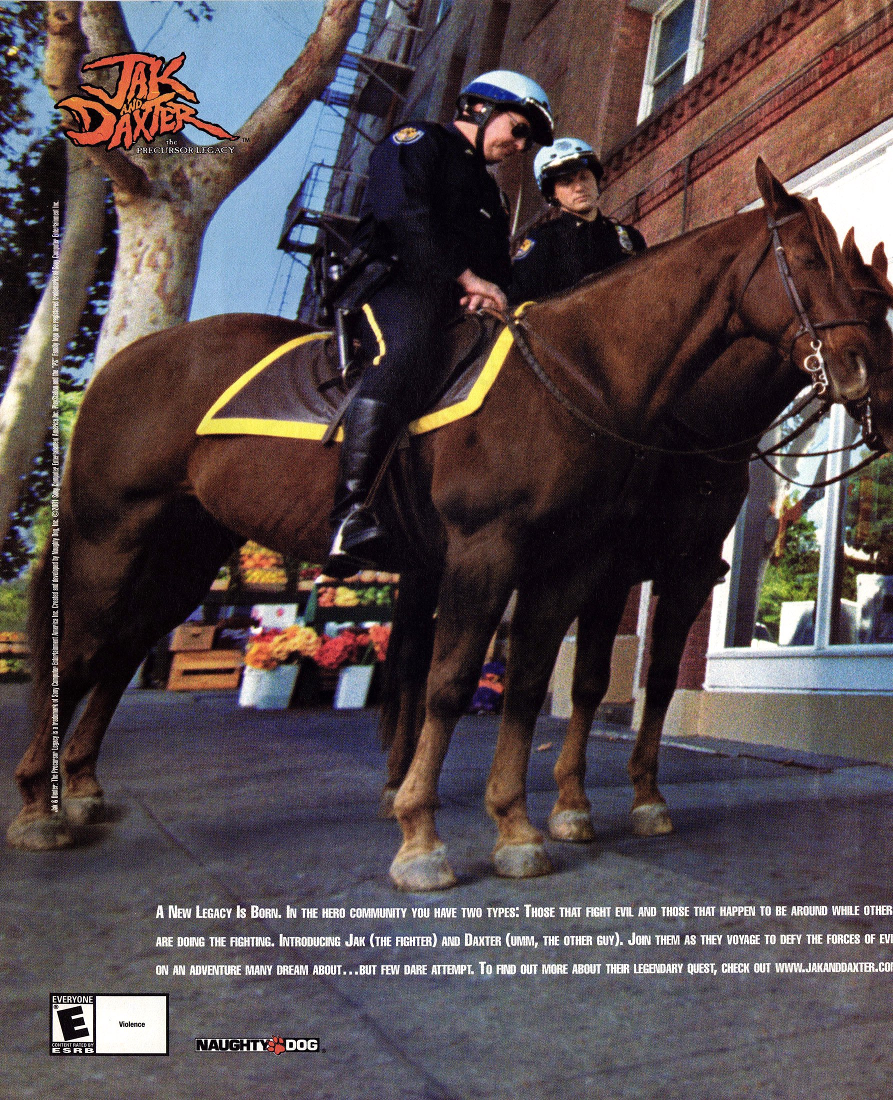

A NEW LEGACY IS BORN. IN THE HERO COMMUNITY YOU HAVE TWO TYPES: THOSE THAT FIGHT EVIL AND THOSE THAT HAPPEN TO BE AROUND WHILE OTHER ARE DOING THE FIGHTING. INTRODUCING JAK (THE FIGHTER) AND DAXTER (UMM, THE OTHER GUY). JOIN THEM AS THEY VOYAGE TO DEFY THE FORCES OF EVI ON AN ADVENTURE MANY DREAM ABOUT…BUT FEW DARE ATTEMPT. TO FIND OUT MORE ABOUT THEIR LEGENDARY QUEST, CHECK OUT WWW.JAKANDDAXTER.CO

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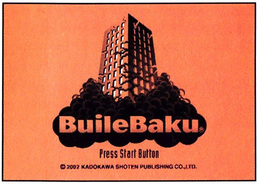
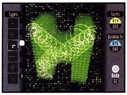
Buile Baku
Kodokawa Shoten, PS2



After the tragic events of Sept. 11, some publishers could be accused of overreacting by delaying games that had very little to do with New York, terrorism or planes. That accusation can't be leveled at Kadokawa Shoten, whose latest game is centered on demolishing famous buildings and was rather unfortunately scheduled for a September 2001 release. Needless to say, it was delayed. The game is now set to be released in March, though, and is shaping up to be quite interesting. Aimed at that part of your inner child that likes to wreck things, Buile Baku is a puzzle game that has you strategically placing charges in order to take down a building. Being a puzzle game it's obviously not as easy as it sounds—you have limits on your charges and time, so smart placement is key. And in a nod to another pyromaniacs' favorite, Fantavision, you can link your explosions for more points (and a better explosion, naturally). Your reward for all this is to see a short clip of your building collapsing into dust, though in light of recent events the planned FMV sequences were replaced with more generic-looking polygonal buildings. There's even a two-player mode, but no, you can't blow the fuse out on your opponent's dynamite (rats!). Although the bizarre nature of the game originally made it a highly unlikely candidate to cross the Pacific anyway, it will almost definitely never come here, for reasons that need no explanation. Another reason might be the game's translated title: Building Explode. Not too catchy if you ask us.



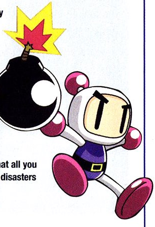
EXPLOSIVELY GOOD FUN

Other games with a bang, not a whimper:

Bomberman: The king of party games. "Boum" means party in French. Coincidence? We think not.

Blast Corps: Developer Rare's Chris Stamper said, "If you make a game about blowing stuff up, people will play it." He did, and they did.

SimCity: Confess: We know that all you rapscallions like to do is turn disasters on and destroy cities.



SONY WANTS YOU

Ever played a game and thought to yourself, "Geez, even I could come up with something better than this"? Well, now maybe you can. Sony is releasing its PS2 Linux Kit, which will allow budding developers to get familiar with the PS2's hardware and even create their own games (similar to Sony's earlier Net Yaroze program for the PS one). The package will include the following: the PS2 Hard Disc Drive, PS2 Network Adapter, a computer-monitor VGA adapter, a keyboard and mouse, Linux and several applications to create software with. According to Sony, the package will be available on its PlayStation.com site starting in May and should be priced at $199. Head over to playstation2-linux.com for more info on the PS2 Linux Kit and Sony's program. Expect extreme shortages, though. Sony recently polled its U.S. audience online and over 28,000 people expressed interest in the Linux dev program.

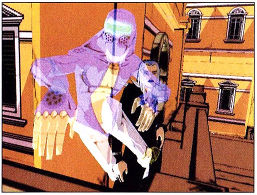
PS2 ONLINE BETA TEST BEGINS

Even though Sony's been rather quiet regarding the delay of its online components, it recently began asking select *PlayStation Underground* members to see if they'd be interested in participatin in a PS2 Online beta-test program. While Sony conducted its own internal beta test of the online network and its games this past winter, it hopes to gain even more feedback by expanding the beta tes to some lucky PS2 owners. Supposing all goes well with the latest tests, Sony should start rolling out the Network Adapter and the first batch of online game soon after. When will that be? We're hearing late spring/early summer as a possibility.

FALSE STARTS

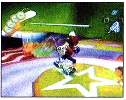
Everyone knows LucasArts. They're famous (some might say notorious) for their game adaptations of the Star Wars franchise. From the FMV-based Rebel Assault to the, ah, interesting fighting game, Masters of Teräs Käsi, they've milked that particular cash cow into a staggering variety of formats and platforms. But what many may not realize is that LucasArts has developed plenty of games that have nothing to do with Star Wars. Especially noteworthy are the topnotch point-and-click PC adventures like Grim Fandango, Full Throttle and Indiana Jones. But we wanted to focus here only on the titles that made it to video-game consoles, and that particular lineup is a bit less stellar, as you'll see below. Know a developer you'd like to see featured here? Send it to us at opm@ziffdavis.com with the subject FALSE STARTS.

	Title	The Game	The Pros	The Cons
	Ballblazer 1983 – Atari 5200, 7800, (1987), C-64 (1985)	A futuristic hybrid of soccer and Pong, this game was later reincarnated for a lackluster PS one title.	Fast, and maddeningly addictive, with solid graphics and music for the time.	Hard to find any, other than the fact that it was released on three long, long-dead systems.
	Rescue on Fractalus! 1984 – Atari 5200, Commodore 64 (1985)	A first-person "3D flight fantasy" in which players take on the evil alien Jaggis (yep, we're serious).	Varied environments, above-average graphics, fast action.	Those darned Atari games never seemed to look as good as the box, did they?
	Defenders of Dynatron City 1992 – NES	You keep the streets of Dynatron safe with the help of your choice of wacky superheroes.	Simple action, with the ability to switch between characters on the fly.	The action got pretty repetitive after awhile, and the environments didn't have quite enough variety.
	Zombies Ate My Neighbors 1993 – Super NES	Fight ridiculous monsters, rescue idiotic neighbors, and laugh yourself silly.	Packed with humor, loaded with variety, with solid graphics and sound.	Could get seriously challenging, especially with the ability to save only every four levels.
	Ghoul Patrol 1994 – Super NES	Not quite a sequel to Zombies Ate My Neighbors, this one was similar, but a bit more serious.	Much more variety in the settings, with the same save-the-neighbor mechanic as ZAMN.	Still a bit too challenging for its own good.
	Big Sky Trooper 1995 – Super NES	Cutesy blend of RPG and space shooter, wherein players can visit over 100 planets.	Lots of humor, plenty of action, solid graphics and decent sound.	The cutesy style fit better with a kiddie audience than with more serious gamers.
	Metal Warriors 1995 – Super NES	Think of a side-scrolling Armored Core and you're on the right track.	During the battle players can hop out of their mechs and hunt for power-ups.	Combat had a tendency to get quite uneven in two-player mode.
	Herc's Adventures 1997 – PS one	Humorous action/RPG take on Greek mythology, not to be confused with Disney's Hercules game.	Unique graphic style; old-school, almost Zelda-ish gameplay; two-player cooperative mode.	Graphics look a bit dated, style may be too cartoony for adults.
	Escape From Monkey Island 2000 – PC, PS one (2001)	A point-and-click adventure game that actually made the transition to PS2 remarkably well.	Laugh-out-loud humor; gorgeous, hand-painted graphics; excellent and sensible interface.	People aren't too enthusiastic about point-and-click adventures on the PS2, apparently.



Capcom Reveals New PS2 Games

Good news for fighting-game fans: Capcom has finally announced Jojo's Bizarre Adventure for the U.S. market. We've spoken about the title in previous issues of *OPM*, but for those unaware, it's a fighting game based on the Japanese anime series *Jojo's Bizarre Adventure*—but the cool part is that the game's completely cel-shaded (so it looks like a cartoon). How does it play? Well, from what we've seen so far, pretty darn well. Expect plenty more on Jojo as its summer release approaches. Capcom also recently showed us one other future PS2 game: Red Dead Revolver. Looking suspiciously similar to the oft-delayed Gunslinger, this new title from Angel Studios (Smuggler's Run, Midnight Club) is an adventure based in the Old West. And it looks darn cool. Expect lots more on this game in the months to come as well. And in other Capcom news, word out of Japan has it that we'll definitely see a Devil May Cry sequel before the end of the year. Excited? We sure as heck are.



True Ape Escape Sequel Shown

The Apes return! Checking out the latest wares at a recent toy show in Japan, we got a first look at Ape Escape 2 for the PS2, and boy, does it look sweet. But wait—isn't there already an Ape Escape sequel on the PlayStation 2? Well, yes...sort of. In fact, back in *OPM* 48, we previewed Ape Escape 2001, a game that literally had you sucking the pants off of scores of unruly monkeys then tossing them into washing machines. But since this was considered more of a side story rather than a full-fledged sequel, the game never made it over to the U.S. (though here's hoping someday Sony will bring it over, as it's actually quite fun). This new title is the real sequel to Ape Escape, so count on it coming here soon after the game hits Japan this summer.

OVERHEARD

> "If Nintendo cannot get its numbers up, particularly in Japan, we may need to reconsider keeping Resident Evil exclusive to the Gamecube."

—Capcom of America president Bill Gardner informs MSNBC.com that unless Nintendo starts selling more hardware, Resident Evil may end up elsewhere too.

Clish MacLaver's
GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

We've all gone Virtua Fighter 4 and fighting-game crazy lately. Fuelled by the quality of the awesome game, I scooped some cool info on what's next from Sega and others in the genre.

Watch out for more gossip online when I team up with *Electronic Gaming Monthly*'s Quartermann on our Web site, www.gamers.com. Keep an eye out for the Rumor Mill column.

VIRTUA FIGHTER 5: YOU READ IT HERE FIRST

Seeing as Davison got so psyched about it he went and put it on the cover and stuff, I've decided to dedicate the first part of my column this month to all things Yu Suzuki and Sega related. As you're no doubt aware if you've read any of the coverage already this month, Virtua Fighter 4 is so awesome that if you don't all go out and buy it, you'll be depriving yourselves of something truly wonderful. Many of you will probably be feeling somewhat dismissive of what is, after all, a new version of a game that started its life at home on the Saturn, but don't. It's great. Even I love it. Check it out, if only to rub your Xbox-owning pals' noses in it. If the game is as successful as it deserves, the possibility of a Virtua Fighter 5 is even more likely as AM2 head-honcho Yu Suzuki is already jamming on new ideas to cram into a new version. I've also learned that if fighting games do indeed enjoy the renaissance they seem to be on the brink of, he'll be looking into working on a weapons-based fighter designed to rival Namco's Soul Calibur 2.

> **"He'll be looking into working on a weapons-based fighter designed to rival Namco's Soul Calibur 2."**

SEGA RALLY 3

All the gossip these days seems to be about Sega stuff. The quality of the games they're working on is just so high that everyone seems to be psyched about any possibility that rears its head. Since Crazy Taxi 3 was recently announced to premiere on Xbox, and Skies of Arcadia is being ported to PS2, rumors of what's next are rife. Now I don't know if you've noticed, but just about everywhere in the world except the U.S., rallying is becoming the motor sport of choice.

Coming from Europe in the next few months there are at least three new rally games for PS2, none of which are certain as to whether they'll see the light of day here. If you thought that SCEE's WRC looks cool, or Colin McRae 3.0 looks rather smart, you won't believe your eyes (if what I hear is true) when Sega unveils Sega Rally 3 on an unsuspecting world this summer. Apparently it's the first game in the series which won't see life as an arcade cabinet first; I hear that the early tech demos running on PS2 hardware are absolutely stunning. As ever, no one will go on the record about this stuff, so things may change, but my sources seem confident that we'll see something in May.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com

Look out for me on AIM, too—my buddy name is OPMClish.

MEET YOUR MAKER

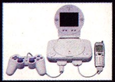
By now you've probably seen our reports on RPG Maker for the PS2, which should make it to the U.S. sometime this summer. I've already spoken about a new Fighter Maker in the works for the PS2 in the past. Well, I've just heard of one more "Maker" game in the works: Racing Maker. Take the customization of GT3 to new heights with this new game that allows you not only to completely create your own cars but make your own race courses. Maybe Agetec will bring this one out this year too?

BITS AND BOBS

Expect to start seeing Legends of Dragoon 2 screens and info at some point in the next couple of months. • Dark Cloud 2 is apparently shaping up very nicely, and will be much more of a dungeon-oriented affair this time, much like the final 100-level dungeon that was added to the U.S. release of the original. • Grand Theft Auto IV looks set to be called Grand Theft Auto: Miami when it's announced in a few months. Also, in a possibly connected story expect to start hearing about a massively multiplayer online game set in the GTA universe that's currently going under the working name of Crime City Project. Could this be part of the new GTA? Or a new game altogether? • Although Sony wasn't able to get Hot Shots Golf 3 online, the development team is already hard at work on a future Hot Shots game that will be fully playable online.

PLAYSTATION YEAR 6

Our history of the PlayStation story is nearly complete. As it draws to a close, the PS2 hits U.S. shores.



PS one

After a crazy holiday season in 1999, the new millennium brings with it a particularly special year in PlayStation history. Expectations continue to soar, as more and more developers start to show what's coming for PlayStation 2. Preview code for Tekken Tag Tournament helps show the potential of what's to come, as do early screens of Ridge Racer V and Onimusha.

New PlayStation games continued to dribble out, with the first few months of the year dominated by games that weren't "A-list" titles, unable to compete with Tony Hawk's Pro Skater and Gran Turismo 2. Early hits included the much-overlooked Tomba 2, Die Hard Trilogy 2, the excellent but strangely flawed Hot Shots Golf 2 and the first of the new wave of wrestling games, WWF SmackDown! (the exclamation point being theirs, not ours), which was produced for THQ by renowned Japanese developer Yuke's. The early months also saw the beginning of a new trend in cheap PlayStation games hitting stores, with the first episode of everyone's favorite crapfest, Spec Ops, going on sale for $9.99. Southpeak's ode to *The Dukes of Hazzard* also made a big impression—so much so that a sequel was rushed into development later in the year.

Fans of "real" racing games were otherwise engaged, though. Having spent every waking moment with Gran Turismo 2 since the 1999 holiday season, many gamers were getting frustrated with the fact that you could only seem to complete 98.2% of the game. Could it be that GT2 had been shipped unfinished?

MARCH MADNESS

The real action of 2000 began on March 4, when the PS2 went on sale in Japan. Lines for the system began outside stores two days earlier—and a mere two days after, it had sold over a million units, setting a new record. Demand continued to outstrip supply for some time, as gamers clamored for the opportunity to buy a system on which they could play Square's awful Type S or pretend to like big robot games like Armored Core 2.

A couple of weeks later, the video-game industry's worst-kept secret was finally confirmed when Bill Gates made a keynote speech at the Game Developers' Conference in San Jose, Calif., announcing the Xbox. This was the first clear sign that competition was going to heat up over the next couple of years. Speculation as to what software companies Bill & Co. were going to gobble up began almost immediately, starting with talk that Sega would be purchased lock, stock and barrel and that the Dreamcast hardware would be absorbed into the Xbox. This, of course, was all just a load of baloney.

It wasn't all next-generation console madness in March, though. The month also saw the release of Syphon Filter 2, which went on to sell even more than the original, despite not being any better. Also out: the exceptionally solid JoJo's Bizarre Adventure from Capcom, which probably sold only four copies. We also got Square's awesome Front Mission 3, a game that managed to fill some of the space in the hearts of Final Fantasy Tactics fans who were desperately searching for a new fix.

MR. DRILLER

Despite fears that the PlayStation was nearing the end of its life, and that the PS2 was very difficult to develop for, the summer saw previews of new games for both systems. On PS2, screenshots of games like The Bouncer and Gekikuuken Pro Baseball, both from Square, proved that the new system had some amazing tricks up its sleeve. What a pity neither of them managed to deliver on early promises when they were finally released.

Editors of the *Official U.S. PlayStation Magazine* were thrilled when Namco unveiled the home version of Mr. Driller, so much so that we adopted him as our unofficial mascot for a while. When we managed to rip our eyes away from his cute little face, we learned that Paramount had recently chosen Angelina Jolie for the role of Lara in the upcoming Tomb Raider movie and ogled at pictures of her instead.

In June, in preparation for the launch of the PS2 later in the year, *OPM* grew up, got bigger, and went through a complete redesign so that more screenshots could be squeezed in. To celebrate the relaunch, we pinned down Activision for exclusive details on Tony Hawk's Pro Skater 2, a game that went on to be spectacularly successful—so much so that you'd think it was a compulsory purchase.

BABY PLAYSTATION

As if the prospect of the PS2 hitting U.S. shores in November wasn't enough, Sony also unveiled the redesigned PS one, which would hit stores at around the same time. Early images showed the system hooked up to a cell phone, sparking rumors that a slew of online games would be available for the PS one.

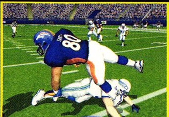
The star of the big game-industry show, E3, was without a doubt Metal Gear Solid 2, which was given a full-on world-premiere treatment at Universal Studios on May 10. Grown men were seen to be teary-eyed as the theme music accompanied scenes of Snake blasting away at enemies with a gun that wouldn't end up in the final game, and in a scene that would never actually happen.

Also shown for the first time was Gran Turismo 2000, a development of GT2 that was originally designed as a showcase for what the PS2 was capable of. Originally destined for release in November, the game eventually mutated into Gran Turismo 3: A-spec.

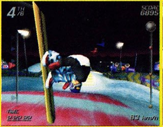
LAUNCH

On Oct. 26, Sony released the PS2 in the U.S. with the largest library of titles ever to accompany a system launch. Despite previously announcing that a million units would be shipped for launch, manufacturing and shipping problems caused this number to be halved by the day of release. If you managed to get your hands on a system on the 26th, you were very lucky indeed. More systems dribbled out over the next few weeks, but it wasn't until well into early 2001 that supply problems were finally fixed. The biggest games at launch, predictably, were Madden NFL 2001, Tekken Tag and EA's awesome SSX.

Despite all the excitement surrounding the PlayStation 2, the year ended on a high note for PlayStation owners as well, when Square finally released Final Fantasy IX—arguably the finest Final Fantasy for the system—in mid-November.

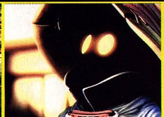


Madden NFL 2001



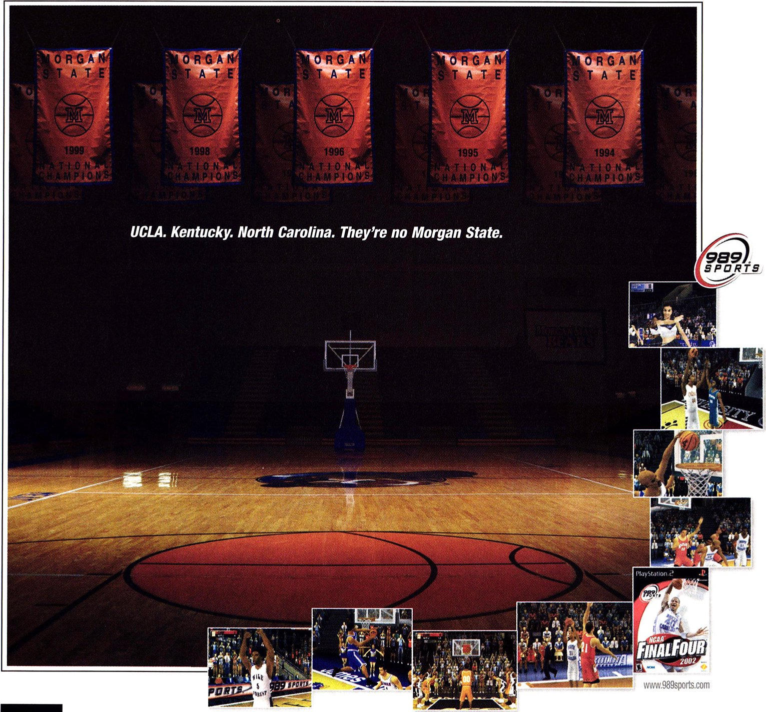
SSX

Tekken Tag Tournament



Final Fantasy IX

Syphon Filter 2


MORGAN STATE 1999 NATIONAL CHAMPIONS
MORGAN STATE 1998 NATIONAL CHAMPIONS
MORGAN STATE 1996 NATIONAL CHAMPIONS
MORGAN STATE 1995 NATIONAL CHAMPIONS
MORGAN STATE 1994 NATIONAL CHAMPIONS
UCLA. Kentucky. North Carolina. They're no Morgan State.
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EVERYONE
E
CONTENT RATED BY ESRB

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NCAA®

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DVD REVIEWS

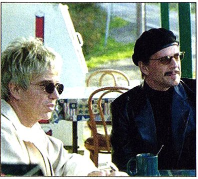
by John Scalzi

BANDITS: SPECIAL EDITION

(Bruce Willis, Billy Bob Thornton)

Willis and Thornton are bank robbers whose robbery style (take bank managers hostage the night before; rob the bank in the morning) makes them famous; Cate Blanchett is a hostage-turned-girlfriend who goes along on their adventures. You'd think it's hard to go wrong with Willis, Thornton and Blanchett in the same high-concept comedy, but the film manages to do it anyway. Blame director Barry Levinson, who's very good when he's on (*Diner*, *Wag the Dog*) but kind of a mess when he's not (*Toys*, *Sphere*). Individual scenes work, but as a whole, this movie doesn't hang together. Extras: alternate ending, deleted scenes and a "making-of" feature.

Movie Score ●●◖
DVD Extras Score ●●◖

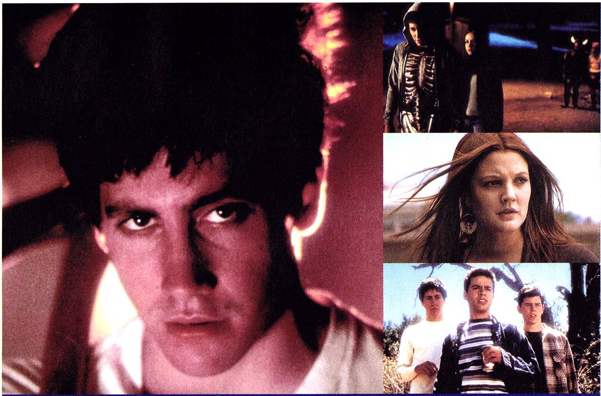


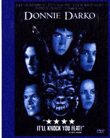
HEIST

(Gene Hackman, Danny DeVito)

David Mamet writing and directing a movie about con men and criminals? There's a surprise for you. But I suppose you can't really complain too much, since Mamet and his terse-to-the-point-of-painful manner of writing do what they do really well. And *Heist* is more of the same, with Hackman as a thief bullied into the proverbial "one last heist" by Danny DeVito, and lots of other colorful characters thrown in to cross, double-cross and triple-cross. If you like brains with your action, you won't be disappointed. Just don't expect DVD extras, since all this comes with are a trailer and cast/crew bios. What a con!

Movie Score ●●●●
DVD Extras Score ●





DONNIE DARKO: SE

STARRING:
(Jake Gyllenhaal, Drew Barrymore)

Hey, remember that skull-faced six-foot rabbit from another world who followed you all around high school and told you that the end of the world was coming? Well, he's back! Fortunately for you, however, this time he's merely a character in this deeply freaky flick, in which Donnie (Gyllenhaal) sees disturbing signs and portents of the upcoming apocalypse. Sure, he might simply be off his medication, but when jet engines mysteriously drop from the sky onto your bedroom, you have a right to be paranoid. Perfect for viewing when you want your parents to worry about your state of mind. Extras include commentary from writer/director Richard Kelly and other cast and crew, deleted scenes, interviews, trailers and a Web site gallery.

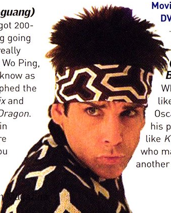
Movie Score ●●●◖ **DVD Extras Score** ●●●

IRON MONKEY

(Donnie Yen, Yu Rong-guang)

Story: Who cares? We've got 200-proof Kung-Fu ass-kicking going on here, and that's what really matters, directed by Yuen Wo Ping, whom connoisseurs may know as the fellow who choreographed the fight scenes for *The Matrix* and *Crouching Tiger, Hidden Dragon*. So imagine those scenes in those films, only with more (more more more!) and you get the basic idea. Plus, it's got a final battle scene that will make you drool: Fire, battering rams and fighters balanced on long wooden poles. And for comedy relief, there's Quentin Tarantino introducing the film in the DVD extras area.

Movie Score ●●●●
DVD Extras Score ●●



K-PAX: SE

(Kevin Spacey, Jeff Bridges)

What would *Mork & Mindy* be like if Mork was a two-time Oscar winner and Mindy was his psychiatrist? Almost exactly like *K-Pax*. Spacey is a nut case who may or may not be from another planet, and Bridges (who was *Starman* while Spacey was still waiting tables, and don't you forget it, pal) has the thankless job of pretending to wonder if Spacey is delusional or, you know, an alien. You'll either love or hate Spacey's performance, which will dictate how you feel about the film as a whole. I kind of like Spacey, so I kind of like this. Extras: director commentary, deleted scenes, an alternate ending and some DVD-ROM stuff.

Movie Score ●●●
DVD Extras Score ●●●

RASHOMON: CRITERION SPECIAL EDITION

(Toshiro Mifune, Machiko Kyo)

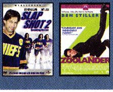
What is truth? Someone asked that at some point—and about 19 centuries later, Akria Kurosawa used that question as the linchpin for *Rashomon*, arguably his greatest work, and one of the masterworks of film by any measure. The film tells the story of a murder and rape—but who was the murderer and was it really rape? Four different witnesses to the events tell four somewhat different versions of the tale, and the "truth" of what really happened is up in the air. Kurosawa masterfully balances storytelling, dramatic tension and visual style—you may or may not get the ultimate "truth," but you get a brilliant movie experience. DVD extras include commentary from Japanese cinema expert Donald Richie, an introduction from Robert Altman, source story reprints and an excerpt from Kurosawa's autobiography.

Movie Score ●●●●●
DVD Extras Score ●●●●

UPCOMING DVD RELEASES

Feb. 26, 2002
Twin Peaks: Fire Walk With Me

Mar. 5, 2002
A.I.: SE
The One: SE
The Replacement Killers



Mar. 12, 2002
Conspiracy
Heist
Joy Ride
Metropolis: SE
Zoolander: SE

Mar. 19, 2002
Oz: The First Season
Strictly Ballroom: SE
Training Day: SE

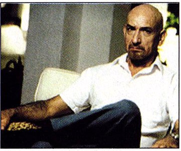
Mar. 26, 2002
All in the Family: The First Season

Strictly Ballroom: SE
K-PAX: Coll. Ed.
Life as a House
Original Sin (Rated)
Original Sin (Unrated)
Slap Shot: 25th Anniv.
Slap Shot 2
Star Trek: The Next Generation: Season 1

SEXY BEAST: SE

(Ben Kingsley, Ray Winstone)

Uh-oh! Gandhi's ditched that whole nonviolence thing and is at your house to kick some tail! Well, not Gandhi himself, of course, but Ben Kingsley, who shows up here as an amoral and unhinged gangster, dragging a retired pal (Ray Winstone) back into the fray of crime. You'll be amazed as Kingsley takes over this film and becomes this horrible but strangely charismatic thing, and as a bonus, the rest of the film (it's a heist flick) is fairly tolerable as well. Just hope you never meet someone like Kingsley's character in a dark alley. Kingsley also provides a commentary track, but that's about it for extras.



Movie Score ●●●◖
DVD Extras Score ●●

STRICTLY BALLROOM: SPECIAL EDITION

(Paul Mercurio, Tara Morice)

Before *Moulin Rouge* and *Romeo + Juliet*, director Baz Luhrmann cut his filmmaking teeth on this little gem, a truly whacked-out but entirely charming little film about Australian ballroom dancers. It starts off like *Spinal Tap*, with a hilarious fake documentary about a rebel dancer (Mercurio) and ends up like a '30s Hollywood musical, and along the way there's enough silliness and fun for everyone. It's one of my favorite films, although I acknowledge it's not for everyone. Still, if *Moulin Rouge* got you worked up, you'll enjoy this one too. Extras: commentary by Luhrmann, deleted scenes and a feature on dancing.

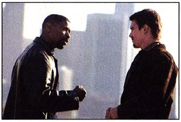
Movie Score ●●●●
DVD Extras Score ●●●

TRAINING DAY: SE

(Denzel Washington, Ethan Hawke)

The movie doesn't make much logical sense (especially the end, which is completely out there), but in the meantime, we get the treat of seeing one of the best actors we've got—that's Washington—tearing into a meaty and rare role as a bad guy. His bad cop Alonzo Harris gets paired up with good rookie cop Jake Hoyt (Ethan Hawke). The idea is to give Hoyt the benefit of Harris' experience. What he gets is a trip into corruption hell, with Harris as both guide and tormentor. Washington's a thrill to watch—if his character and Ben Kingsley's character in *Sexy Beast* ever got together, the rest of us would be in trouble. Extras are nice: a commentary, HBO "making-of" segment, two music videos and an alternate ending.

Movie Score ●●●
DVD Extras Score ●●●◖



ZOOLANDER: SE

(Ben Stiller, Owen Wilson)

It's *The Manchurian Candidate* for stupid people. Ben Stiller plays a dim fashion model who is brainwashed into attempting to assassinate the president of Malaysia. Along the way there are lots of pointed jabs at the fashion industry. The problem is that the fashion industry is already a parody (scarily thin women wearing frightening clothing that normal people wouldn't be seen dead in) so, really, why bother? For all that, a heapin' helpin' of extras: five deleted and five extended scenes with commentary, six public-service announcements by Stiller's character, commentary by Stiller and others, an alternate ending, photo galleries and a music video.

Movie Score ●●
DVD Extras Score ●●●●

Boy Toy

TWO DIRECTORS, ONE MOVIE: *A.I.*

In retrospect, it's easy to see why *A.I.* was doomed to (relative) critical and commercial failure. To begin with, it was the pet project of Stanley Kubrick, who tinkered and obsessed over it until he died. At which point it was taken up by Steven Spielberg, and with him, you never know which director you're going to get: the one who did *Schindler's List*, *Jaws* and the first half of *Empire of the Sun*, or the one who did *Always*, *Hook* and the second half of *Empire of the Sun*. Spielberg and Kubrick are/were both masters, but they're both also frightfully inconsistent. Factor in their mutually incompatible stylistic tendencies (Kubrick: icy; Spielberg: gooey), and there was bound to be disappointment.

A.I. is still a worthwhile film, though, because as messy as it turned out to be—violent shifts in tone, striking visuals married to a spotty script, the terrifying cameo of Robin Williams as a computerized Einstein—it is actually about something vital: the search for love and connection with others, played out in the form of android boy David, who is brought to life with scary lack of artifice by Haley Joel Osment. Weird things happen around and to David, but his singular drive keeps the story honest. You just have to be prepared to try to ignore all the window dressing, which, given the story's progenitors, is going to be tough to do.

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A.I. ARTIFICIAL INTELLIGENCE
"Steven Spielberg's A.I. Is Extraordinary."

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In the end, *A.I.* isn't a failure after all—it's just far different than what any of us would have figured Kubrick and Spielberg's "Love Child" would be. Extras: decent but not great. They include Spielberg discussing artificial intelligence (but no commentary track), effects wizard Stan Winston on the androids, various "making-of" features and production photos.

DVD News

POTTER ON A PLATTER

Warner Home Video has announced the details for the DVD release of *Harry Potter and the Sorcerer's Stone*. On May 28, the DVD will hit stores in both "pan and scan" and widescreen editions, both with the same features: interviews with director Chris Columbus and producer David Heyman; an interactive, 3D, "Self-Guided Tour of Hogwarts"; five DVD games; DVD-ROM downloads and games, and a great deal more. The price will be a mere $26.95.

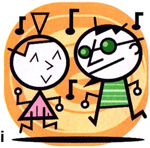
X-FILES GOES WIDE

For the release of *The X-Files: Season Five*, Fox Home Entertainment is offering something a little different. In addition to the now-standard season-compilation features, you will have the option of viewing every episode in anamorphic (16x9) widescreen. The collection will also feature tidbits like promotional spots from other countries, selected commentary by Chris Carter and a new DVD-ROM game called "Earthbound." The collection will sell for a whopping $149.98.

CAUSE AND EFFECTS

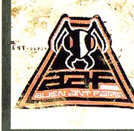
Interested in getting a little more up close and personal with the film industry? Check out Movie FX (www.moviefxmag.com), a new, quarterly magazine—on DVD—devoted to the ins and outs of special-effects moviemaking. The most recent issue has a behind-the-scenes look at *Cats & Dogs*, features on model sculpting and water tank effects, and a tour of a private prop museum.

SOUND STATION



By John Scalzi

This month features tracks from Knockout Kings 2002 (LL Cool J) and Shaun Palmer's Pro Snowboarder (everything else).

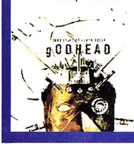


Alien Ant Farm: *ANThology*

New Noize Records

First, let me say that AAF deserves hot flaming death for putting "Smooth Criminal" on my local hard-rock station for the last six months. I mean, what the hell? I listen to hard rock to get away from Jacko and his freakishness. Otherwise: good album—all the metal crunch you want, with a few moments of melodic introspection if you're into that, which I am. "Movies" is particularly moving; pardon the pun. But I'm warning AAF: Put "Beat It" on the next album, and I'm coming over with a hammer.

Final Score ●●●◖



Godhead: *2000 Years of Human Error*

Priority Records

Now, here's an album with a choice cover: "Elenor Rigby," which Godhead blasts through as if MacKenzie was the rector at the Church of Our Lady of Industrial Grind. The rest of the album can even be summed up by a line from that song: "I look at all the lonely people." These guys are just so moody and dark and alone; they sound like Depeche Mode would if Martin Gore had been assimilated by the Borg. So very depressing. You could give 'em a hug, but you'd probably catch something.

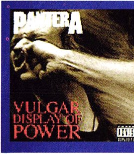
Final Score ●●●

LL Cool J: *G.O.A.T. Featuring James T. Smith*

Def Jam

Rap is all about the boastin', and *G.O.A.T.* (which stands for "Greatest of All Time," don't you know), certainly doesn't skimp in that category. LL Cool J has some legitimate claim to the title—he's been successful since '85, a longevity few rappers (or rockers) can match—but *G.O.A.T* is a little tiring at times. LL's sweeter side is not much in evidence here, and that "I Need Love" side is one of the reasons he's still alive and kicking. It's a fine album if you just want the boasts, but LL Cool J can do more.

Final Score ●●●

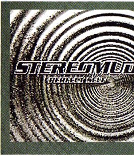


Pantera: *Vulgar Display of Power*

Atco Records

The cover image sums it up: This is the sound of getting sucker-punched in the face through all eternity. Pantera is a band that would never be accused of subtlety, and from the album title onward, this slab of sound is in-your-face aggro: Galloping drums, astringent guitar and nasty, mean, anti-social lyrics. Even the "ballad" "This Love" says, "I said I loved but I lied." Yes, there's a Michael Bolton song that says the same thing, but these boys mean it. A '90s metal classic—get it and scare your pets.

Final Score ●●●●



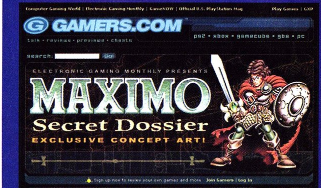
Stereomud: *Perfect Self*

Loud Records

Stereomud? What, did these guys lose some sort of band-naming contest? But enough about that, let's talk about the music, which is your average anguished wailing and thunking, largely indistinguishable from all the other bands out there thunking and wailing their anguish these days. Oh, it's just so awful to be alive and goateed these days. "Seems like in death we become our perfect self," these boys say, to which I roll my eyes and say: Yeah? Try it.

Final Score ●●

John Scalzi's been writing record reviews since LL Cool J was the new kid on the block (which is not to be confused with being a New Kid on the Block. Really). Can't get enough of his reviews? Catch his new gig reviewing the latest independent releases at www.indiecrit.com. You know you want to.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www.graal2001.com
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www.menwholooklike-kennyrogers.com
Say it with us slowly: It's men... who look like...*Kenny Rogers.* We have no idea why, but we're surprised there's not a lawsuit going on somewhere around this site.

www.popcap.com
Dozens of Java-based games. Beware: Wander into this site and you're going to have a very difficult time getting back out. Just *one* more Diamond Mine game...

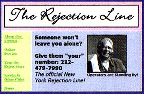
blog.ravenblack.net/quiz/videogame.pl
"What Pre-1985 Video-Game Character Am I?" This is a personality test, of sorts, with results being translated into video-game language. Are you a Mario? A Pac-Man? An Asteroid? A Light Cycle? Find out here.

www.atariage.com
While we're on the subject of classic video games, here's a staggeringly comprehensive site about any game ever released for an Atari system, complete with box shots, manual scans and screens.

www.brutal-juice.com
Having trouble beating some of the toughest missions in GTA3? Maybe seeing them done is the best way to break your drought. Check out this site where there are video clips of certain missions, including Patriot Playground.

www.vgoa.com
Sure, it may still be in the process of getting off the ground, but the Video Gamerz of America is still a sleek, sharply designed site with some solid writing.

www.vgmuseum.com
www.classicgaming.com
www.allgame.com
All three of these sites do a fine job of rounding up hundreds of classic video games. The focus on each is different, but they're all worth a look. Plus, C-Bake used to work for Allgame!



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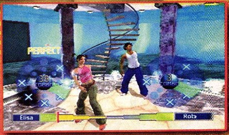

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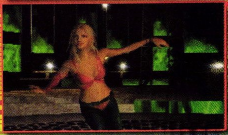

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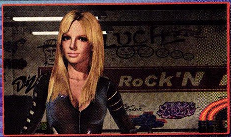

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PlayStation 2

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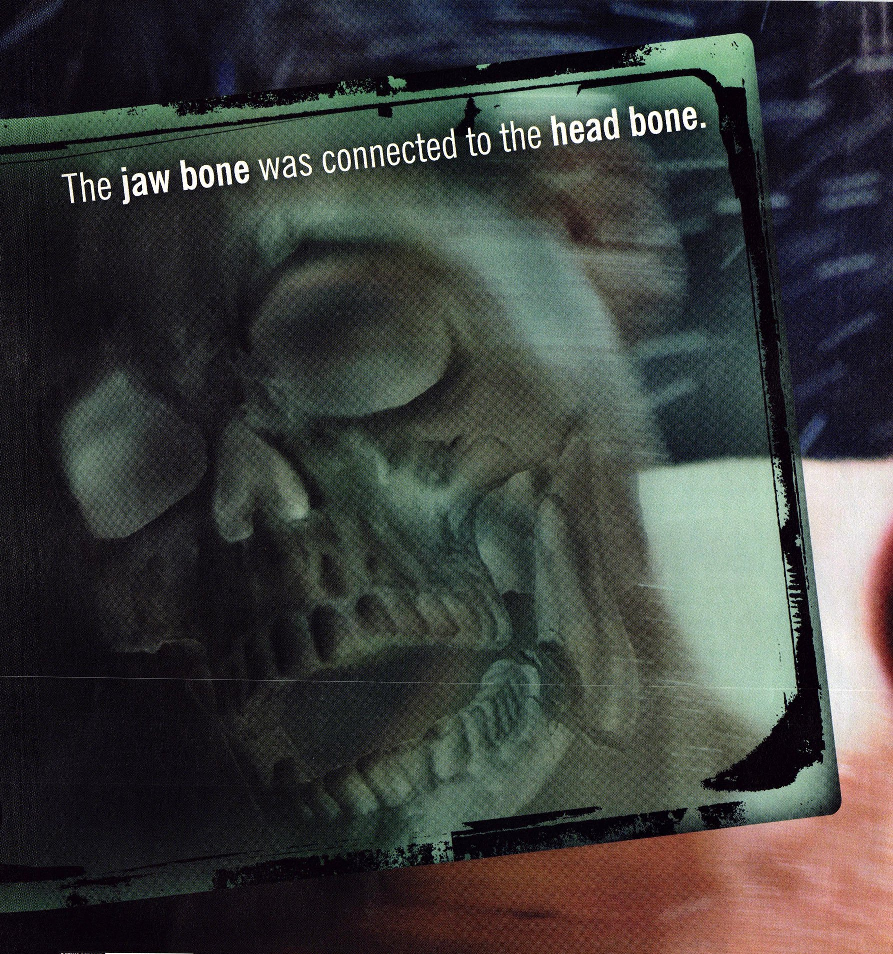
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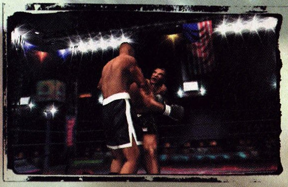

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MOVIES, TV AND GAMES

Daredevil gets a sexy new cast member, Arnie returns to two classic roles, and Owen Wilson gets his game on

DAREDEVIL CONFIRMED

The *Hollywood Reporter* confirmed recently that sexy Jennifer Garner (*Alias*) has signed on to the *Daredevil* project, joining Ben Affleck and Michael Clarke Duncan (*Planet of the Apes*). Garner will be playing the role of assassin Elektra, while Affleck takes on the title role of crime-busting lawyer Matt Murdock. Duncan, meanwhile, takes the part of evil crime boss Kingpin. For those of you not schooled in comics, Daredevil is a Marvel property that, while not as well known as Spider-Man or X-Men, is incredibly popular with hardcore fans. News of the movie's production with such a high-profile cast (Garner, in particular, is a big fan-favorite right now thanks to her awesome TV show) will help bring the comic book back to the forefront. Expect news of at least one PS2 game based on the franchise to emerge in May. Rumors that long-term Marvel-buddy Activision is working on a Daredevil game have yet to be confirmed.

www.hollywoodreporter.com

CONAN RETURNS

"I just had a cigar with [*Conan* screenwriter] John Milius the other day," Arnold Schwarzenegger told *Cinescape* recently. "He's rewriting *King Conan* as we speak because he had written it; it was a 168-page script and then the Wachowski brothers [*Matrix*] told him that the script would take too much time. It would be a three-and-a-half-hour movie and he should cut it down to 120 pages and take certain things out. So that's what he's doing right now."

Expect to see more news of the final movie in the loose *Conan* trilogy to emerge once Schwarzenegger has finished filming *T3* later this year and postproduction on *Matrix Reloaded* and *Matrix Revolution* is completed.

www.cinescape.com

OWEN WILSON, GAME WRITER?

Unconfirmed rumors have come to our attention recently that Owen Wilson (*The Royal Tenenbaums, Behind Enemy Lines*) is currently in negotiations with a major game publisher to help script an upcoming game. Wilson is considered to be a rising talent in comedy scripting, with *The Royal Tenenbaums* and *Rushmore* already on his writing résumé.

RISE OF THE MACHINES

After what seems like years of legal battling, confusion, conflicting information and rumors, filming on *Terminator 3: Rise of the Machines* will begin in April. The movie is said to be the recipient of one of the biggest budgets in Hollywood history despite neither James Cameron nor Linda Hamilton being on board. Footage of Hamilton's character, Sarah Connor, will be pulled from the previous two movies and shown as "flashbacks." No word yet on who is said to play the grownup John Connor, although Edward Furlong (who played the teenage Connor in *T2*) most likely won't be reprising his role.

Infogrames' upcoming Terminator game, developed by Paradigm (Spy Hunter), is not based on the script of the new movie in any way, despite tackling the same time period (around 2029) and themes.

X-FILES OVER IN MAY

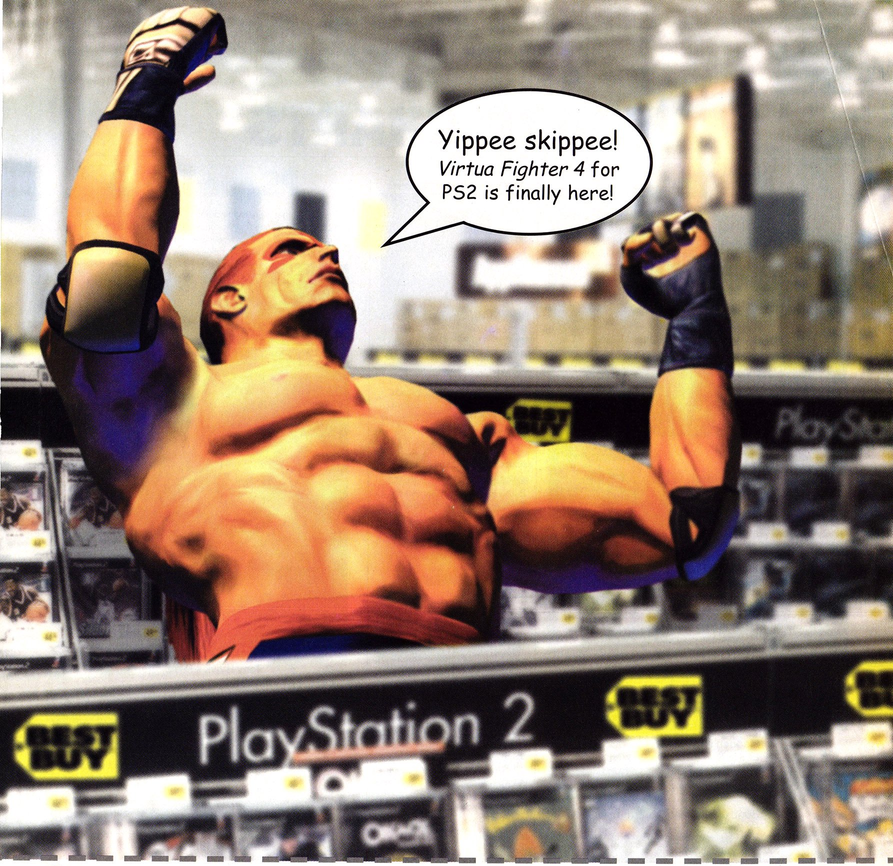
As has been widely reported, the current season will be the last one for the most successful sci-fi show on TV. Although there was some confusion as to the terms of Fox's cancellation, with many fans thinking it could be pulled immediately due to its 40 percent drop in ratings, *The X-Files* will run to the end of season eight. Rumors persist that series creator Chris Carter is pursuing David Duchovny to return to the show for the last four episodes in May as well as to star in a second movie, which could go into production next year.

OUT THERE IN THE COLD

Dan Aykroyd's new show on the Sci-Fi Channel, which we reported on last month, has been temporarily shelved while a new format is considered. *Out There* was originally intended as a roundtable discussion of things like alien abductions, but Sci-Fi is now reconsidering how it wants to handle the show. According to Sci-Fi Channel president Bonnie Hammer, "It's not going to go as originally constructed. We're just trying to find out what's the right format. Should it be a strip? Should it be once a week? And how does this concept work best with his [Aykroyd's] talent?"

www.scifi.com

photo courtesy of ABC Television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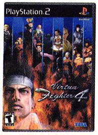
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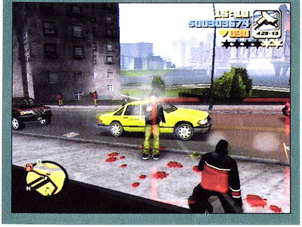
TOP 10 CHARTS

PS2 Top 10

If you own any of the games on this list, you can't complain. Unless you're one of the knuckleheads who couldn't hold out for NBA 2K2 (yes, Live owners, we're talking to you). We're psyched for this sales battle: GTA3 vs. FFX. Who'll win the top spot next month?

	Last Month	Title / Publisher	Rating
1	2	Grand Theft Auto III *Rockstar*	●●●●●

Have you flown the Dodo? Have you defeated any of the Humvee missions? Have you gone up to the rooftop in Staunton Island and sniped the innocents? Have you found all the stunt ramps? Have you, have you, have you? Whereas people used to talk about film and theater, now the in-crowd are comparing notes on what they've accomplished while playing GTA3. Whether it's finding all the hidden packages or beating every single mission, this game inspires conversation like *Bosom Buddies* did back in the '80s.



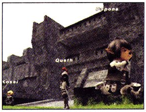
	Last Month	Title / Publisher	Rating
2	—	Final Fantasy X *Square EA*	●●●●●
3	1	Metal Gear Solid 2 *Konami*	●●●●●
4	4	Madden NFL 2002 *EA Sports*	●●●●◖
5	3	Tony Hawk's Pro Skater 3 *Activision*	●●●●●
6	7	Bond 007: Agent Under Fire *EA Games*	●●●●
7	—	Max Payne *Rockstar*	●●●●

GTA3 took the gaming world by storm and Max Payne, Bullet Time and all, is a great follow-up. It may be repetitive, but when you're hot for revenge you're likely to be too distracted to notice.

	Last Month	Title / Publisher	Rating
8	5	WWF SmackDown!: Bring It *THQ*	●●●◖
9	—	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
10	6	NBA Live 2002 *EA Sports*	●●◖

Source: NPDFunworld TRSTS Service, December 2001. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



1	Final Fantasy XI	*Square EA*
2	Spider-Man	*Activision*
3	Soul Calibur 2	*Namco*
4	Onimusha 2	*Capcom*
5	Xenosaga	*Namco*
6	Auto Modellista	*Capcom*
7	Tekken 4	*Namco*
8	Kingdom Hearts	*Square EA*
9	Medal of Honor: Front.	*EA Games*
10	Stuntman	*Atari*

Japan's Top 10 PS2 and PS one Games

1	GT Concept Tokyo	*Sony CEI*
2	Gundam: Fed. vs. Zion	*Bandai*
3	Momotaro Railway X	*Hudson*
4	Winning Eleven 5 Final	*Konami*
5	Dragon Quest IV (PS1)	*Enix*
6	1500 series: Tetris (PS1)	*Success*
7	Bravo Music: Classic	*Sony CEI*
8	Inuyasya (PS1)	*Bandai*
9	Dynasty Warriors 3	*Koei*
10	Metal Gear Solid 2	*Konami*

Top PS one Fighting Games

GON
HWOARANG

1	Tekken 3	*Namco*
2	Street Fighter Alpha 3	*Capcom*
3	Bushido Blade	*Square*
4	Dead or Alive	*Tecmo*
5	King of Fighters '99	*Agetec*
6	Street Fight. EX+ Alpha	*Capcom*
7	Pocket Fighter	*Capcom*
8	Bloody Roar	*Sony CEA*
9	Ehrgeiz	*Square EA*
10	Jojo's Bizarre Adv.	*Capcom*

Top 10-Selling Games, All Systems

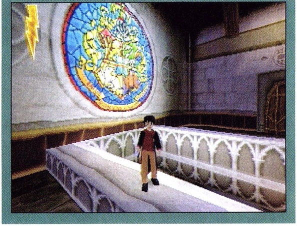
1	Grand Theft Auto III (PS2)	*Rockstar*
2	Final Fantasy X (PS2)	*Square EA*
3	Sup. Sm. Bros. (NGC)	*Nintendo*
4	Metal Gear Solid 2 (PS2)	*Konami*
5	Madden 2002 (PS2)	*EA Sports*
6	Tony Hawk 3 (PS2)	*Activision*
7	Harry Potter (PS one)	*EA Games*
8	Halo (Xbox)	*Microsoft*
9	Bond: Under Fire (PS2)	*EA Games*
10	Tony Hawk 3 (PS one)	*Activision*

PS one Top 10

We'll admit that we're rather proud of America's purchase power as far as this PS one chart is concerned. Sure, there are a few clunkers, but all in all it's a solid list. But what will happen in the months to come, when the trickle of new games finally dies down?

	Last Month	Title / Publisher	Rating
1	1	Harry Potter & Sorcerer's Stone *EA Games*	●●●

It looks like readers everywhere are doing their best to avoid reading. We wonder if that's what J.K. Rowling had in mind when she signed on the dotted line to allow her diminutive sorcerer to come to life in video-game form. But after the movie rights were sold, she obviously had designs on buying that souped-up metallic-blue '73 Camaro, and cared little for the tykes who made her books the must-haves they've become. Maybe we're overreacting. Or maybe we're just annoyed that a three-disc game tops the chart.

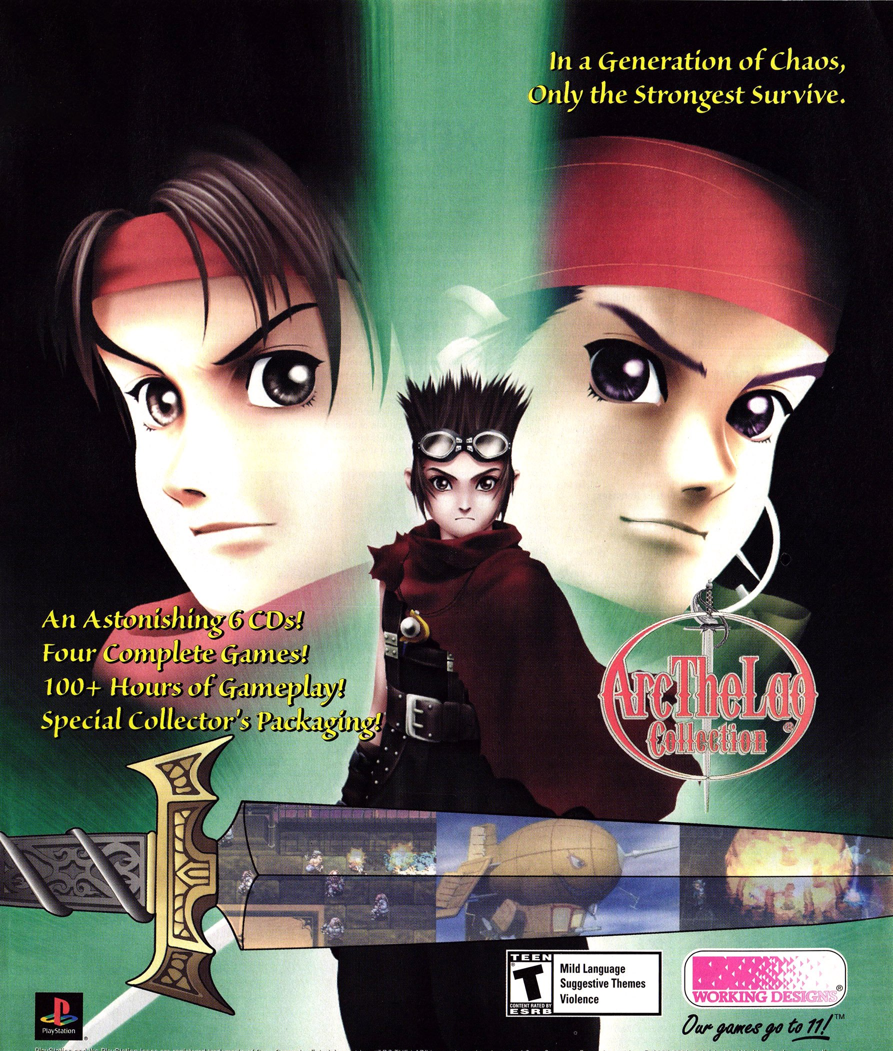


	Last Month	Title / Publisher	Rating
2	2	Tony Hawk's Pro Skater 3 *Activision*	●●●●◖
3	3	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
4	4	Driver 2 *Atari*	●●●●

PS one owners who want the feel of GTA3 but haven't yet upgraded to a PS2 have turned to Driver 2 for their fix. Surely beats playing the early Grand Theft Auto games, doesn't it?

	Last Month	Title / Publisher	Rating
5	6	SpongeBob SquarePants *THQ*	●●
6	5	Madden NFL 2002 *EA Sports*	●●●●◖
7	9	Gran Turismo 2 *Sony CEA*	●●●●●
8	8	Spyro: Year of the Dragon *Sony CEA*	●●●●●
9	—	Rocket Power TRR *THQ*	●◖
10	—	Monsters, Inc. *Sony CEA*	●●●◖

Source: NPDFunworld TRSTS Service, December 2001. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.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Coming Soon

PLAYSTATION 2

March

Blood Omen 2	Eidos	Adv.
Britney's Dance Beat	THQ	Rhythm
Caesars Palace	Rockstar	Casino
Commandos 2	Eidos	Strategy
E.O.E.: Eve of Extinction	Eidos	Action
ESPN MLS ExtraTime '02	Konami	Sports
ESPN X Games: Snocross	Konami	X-Sports
Fatal Frame	Tecmo	Adv.
Herdy Gerdy	Eidos	Action
Hidden Invasion	Conspiracy	Action
Hot Shots Golf 3	Sony CEA	Sports
King's Field: Ancient City	Agetec	RPG
Knockout Kings 2002	EA Sports	Sports
Mad Maestro	Eidos	Rhythm
Monster Jam	Ubi Soft	Action
Monsters, Inc.	Sony CEA	Action
Mr. Mosquito	Eidos	Action
Pac-Man Fever	Namco	Party
Pryzm: The Dark Unicorn	TDK	RPG
Red Card Soccer	Midway	Sports
Rayman Arena	Ubi Soft	Action
Shifters	3DO	Action
Sled Storm	EA Big	X-Sports
Smash Court Tennis	Namco	Tennis
Star Wars: Jedi Starfighter	LucasArts	Shooter
Tetris Worlds	THQ	Puzzle
Transworld Surf	Infogrames	X-Sports
Triple Play 2002	EA Sports	Sports
V.I.P.	Ubi Soft	Action
Virtua Fighter 4	Sega	Fighting
World of Outlaws	Infogrames	Racing
Worms Blast	Ubi Soft	Puzzle
WTA Tour Tennis	Konami	Sports

April

Army Men RTS	3DO	Strategy
Barbarian	Titus	Fighting
MLB 2003	Sony CEA	Sports
No One Lives Forever	Sierra	FPS
Slugfest	Midway	Sports
Spider-Man	Activision	Action

May

Akira Psychoball	AIA	Pinball
Armada 2	Metro3D	Action
Chris E. Aggressive Inline	Acclaim	X-Sports
Conflict Zone	Ubi Soft	Strategy
Downforce	Titus	Racing
Evil Twin	Ubi Soft	Action
Freekstyle	EA Big	X-Sports
Gravity Games	Midway	X-Sports
Jimmy Neutron	THQ	Action
Legion: Legend of Excalibur	Midway	Strategy
Looney Tunes: Space Race	Infogrames	Racing
Need for Speed: HP2	EA Games	Action
Rally Simulation	Ubi Soft	Racing
Run Like Hell	Interplay	Action
Test Drive	Atari	Racing

June

The Lost	Crave	Adv.
Mat Hoffman's Pro BMX 2	Activision	X-Sports
Medal of Honor: Frontline	EA Games	FPS
Return/Castle Wolfenstein	Activision	FPS
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Stuntman	Atari	Action
The Terminator	Infogrames	Action

Future Releases

Aliens: Colonial Marines	EA Games	Action
Army Men RTS	3DO	Strategy
Auto Modellista	Capcom	Racing
Blade 2	Activision	Action
Defender	Midway	Action
Dragon's Lair 3D	Encore	Action
Final Fantasy XI	Square EA	RPG
JoJo's Bizarre Adventure	Capcom	Fighting
Kelly Slater's Pro Surfer	Activision	X-Sports
Kingdom Hearts	Square EA	RPG
Mortal Kombat	Midway	Fighting
Onimusha 2	Capcom	Adv.
Prisoner of War	Codemasters	Adv.
Red Dead Revolver	Capcom	Action
RoboCop	Titus	FPS
Romance of 3 Kingdoms 7	Koei	Strategy
Savage Skies	TBA	Shooter
Soul Calibur 2	Namco	Fighting
Space Channel 5	Sega	Rhythm
Space Channel 5 Part 2	Sega	Rhythm
Star Ocean 3	Enix	RPG
Street Hoops	Activision	Sports
Simpsons Skateboarding	EA Games	X-Sports
Suikoden III	Konami	RPG
Taz Wanted	Infogrames	Action
Tekken 4	Namco	Fighting
Tenchu 3	Activision	Adv.
The Thing	Universal	Adv.
TimeSplitters 2	Eidos	FPS
Tiny Toons	Conspiracy	Action
Turok: Evolution	Acclaim	FPS
UFC: Throwdown	Crave	Fighting
Vexx	Acclaim	Action
Wild Arms 3	Sony CEA	RPG

PS ONE

March

Dracula: Last Sanctuary	DreamCatcher	Adv.
Hooters Road Trip	Ubi Soft	Racing
Kickboxing	Agetec	Sports
Rayman Arena	Ubi Soft	Action
Sports Guru	Ubi Soft	Sports
Worms World Party	Ubi Soft	Strategy
Yu-Gi-Oh!	Konami	RPG

Future Releases

Bear in Big Blue House	Ubi Soft	Edutain.
DDR: Konamix	Konami	Rhythm
Delta Force: Urban War	NovaLogic	FPS
Dexter's Lab: Mandark	bam!	Action

XENOSAGA

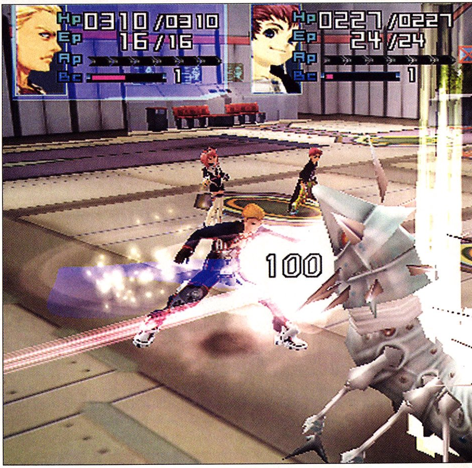
An Episode I that might not disappoint

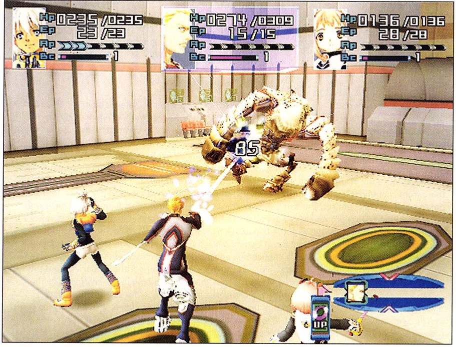
"It's something like the Star Wars saga, actually," Xenosaga producer Tetsuya Takahashi explains, as he tries to convey the scope of his new PS2 RPG franchise. "This will be a very long story, and it'll be played out in chapters." The first Xenosaga game represents the entire introductory chapter, with five to follow. However, it's likely that some chapters may be combined in future installments—and, like Star Wars, Takahashi isn't quite certain that they'll all fall in sequential order.

But one thing he's certain of is that Xenosaga will be Xenogears done right. For those who haven't kept tabs on the game thus far, Xenosaga is coming from **Monolith Soft**, made up in large part of ex-Square employees (over 40 of its 70-plus-man team come from Square, 20 who previously worked on Xenogears). Bothered by the constraints of working for such a big company, the group left to continue the franchise on their own—and have opted to restart it entirely. "The series was basically reset, but we held on to many key elements and themes," Takahashi explains.

Interestingly, Xenosaga seems to also draw some story inspiration from George Lucas' space saga. Set against a very futuristic backdrop of spaceships and interplanetary warfare, Xenosaga aims to set itself apart from the rest of the RPG crowd. "Role-playing games always seem to involve swords and sorcery, so we wanted to offer something different to gamers," Takahashi enthuses. "But not only in terms of story—also gameplay." He hopes that gamers not traditionally fascinated by RPGs will take interest in the game not only because of its very non-RPG-sounding story, but also because of its unique gameplay elements (see sidebar for an example).

Takahashi is also ecstatic that Xenosaga will be the first PS2 game to come on a dual-layered DVD-ROM, making it one of the biggest games ever made. As well, boasts that it will use the PS2's Hard Disk Drive (HDD) to lessen load times. But forget what has him excited—*we're* stoked because **Namco** is already hard at work localizing the game and plans to have it ready by **fall**!

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Ep 15 /15
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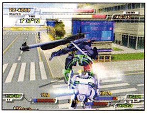
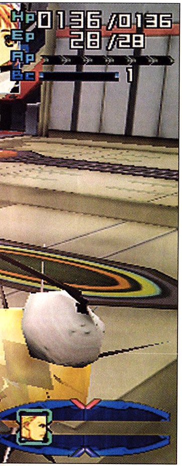


Armored Core?

Xenosaga features several minigames strewn throughout, such as the one pictured to the left. Seems suspiciously similar to the Armored Core titles, wouldn't you say?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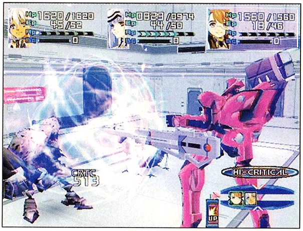
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Ep 45 /52
Hp 0823 /0974
Ep 44 /50
Hp 1560 /1560
Ep 18 /46
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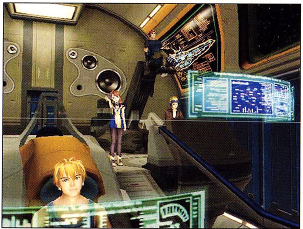
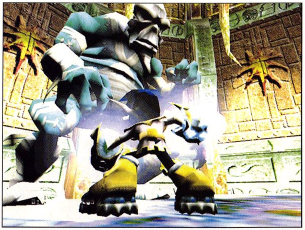


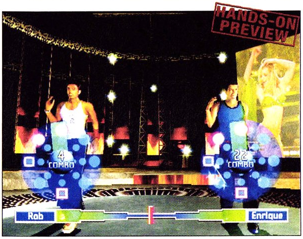
VEXX

HANDS-ON PREVIEW

A platform game to watch

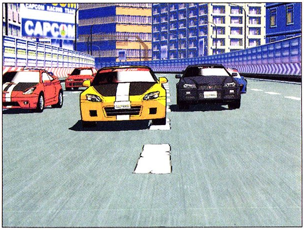
"Vexx will literally change the landscape of gaming," says Thomas Coles, lead designer at **Acclaim Austin**, on his team's upcoming 3D platformer. Well, we don't know if we'd go *that* far, but if the Xbox version of the game they allowed us to sample is any indication, fans of the genre do have a solid title to put on their list for **September**. Aside from creating a sort of "mascot character with an edge" in Vexx himself—just check out the claws on this dude—Acclaim wants to please those who grew up with the likes of Mario and Sonic and now seek something a little more adult (though not necessarily something a kid shouldn't play). So don't expect a cakewalk through the game's 18 levels. But do expect them to be cool, with plenty of sublevels and possibly enough quirks to distinguish Vexx from other similar games.

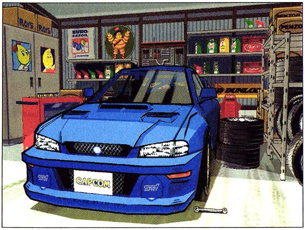




Britney's Dance Beat

After last month's interview with the pop princess, we got some hands-on play time with her game, and we're here to say that it's shaping up to be much more than a pretty face. The game interface is more sensible and intuitive than developer **Metro**'s previous title, Bust A Groove, and the behind-the-scenes footage and immersive video are actually remarkably entertaining. **THQ** plans on releasing the game this **spring**, possibly timed to coincide with the start of Britney's next tour.





Auto Modellista

You might remember seeing Auto Modellista as an international preview in January's *OPM*. Fortunately, **Capcom** knows this one has what it takes to succeed outside of Japan, and the cel-shaded racer should head our way this **fall**. Expect arcadey gameplay, plenty of licensed cars, a heavy emphasis on customization and maybe even online play. Though it's not quite ready for hands-on time, Capcom was willing to show a video of the game in motion—and all we can say is "wow."

HANDS-ON PREVIEW

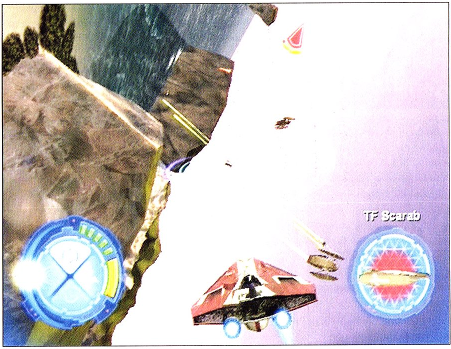
STAR WARS: JEDI STARFIGHTER

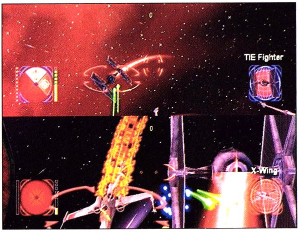
Take to the skies as a Jedi

Adi Gallia wants redemption. The first time **LucasArts** featured this female member of the Jedi Council, it was in the decidedly mediocre Jedi Power Battles. We get the feeling she flew her Prototype Delta-7 Starfighter to our galaxy, marched straight into the company's studios, and made a demand: "Put me in a decent game, or I'll shove this lightsaber right up...." So they listened. We've played several missions in Jedi Starfighter now, and we think it's fair to say that Ms. Gallia can rest easy (well, at least until the Empire slaughters all the Jedi)—she's finally in a quality game.

If you played the original Starfighter, you'll immediately recognize the basic gameplay—everything from zooming in on enemy fighters with R1 to barrel rolling with the analog sticks. But that's not to say it all plays entirely the same. For starters, you've got new ships to deal with, each with new capabilities. Most prominent is Adi Gallia's Delta-7. As a Jedi, she also utilizes Force powers (see sidebar), which you select with the D-pad. (Don't worry about that replacing your ability to shout out orders, though. Just hold down L1, and it's just like last time.) The other main character is Starfighter's tough guy, Nym, whose ship comes equipped with more weapons than before. Used only if there's a second player are the ships of ally aliens, including Reti (the Toydarian from the first game) and...well, a member of whatever species that was jamming in *A New Hope*'s cantina.

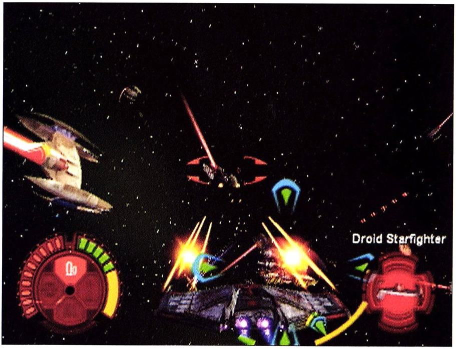
Yep, you read that correctly. Two-player modes exist not only as unlockable extras in Jedi Starfighter, but you can also play through the entire story in a co-op manner. We can't say for certain just yet, but we suspect you'll have to utilize different strategies in single- and two-player modes, as your best friend likely doesn't play the same way as computer A.I. We'll know in **March**.



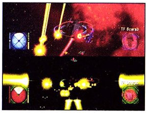


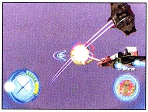
Earn Cool Stuff

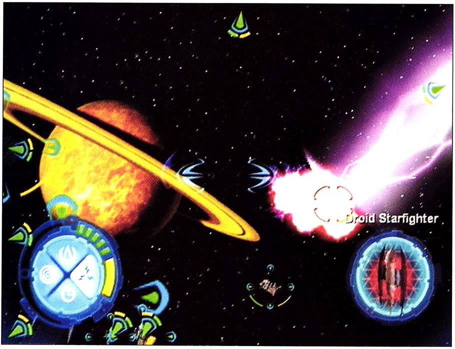
If you manage to fulfill the bonus objectives in your missions, don't expect to go unrewarded. All sorts of extras await you in the Bonus section, including extra missions, bonus spaceships (even Boba Fett's Slave I!) and other random things, like concept art, *Episode II* movie trailers, movie concept material, team commentary and more. Our favorite thing we've unlocked so far, though? A two-player dogfight of the most classic Star Wars variety: X-wing vs. TIE fighter (left).

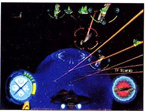


Laser Turret



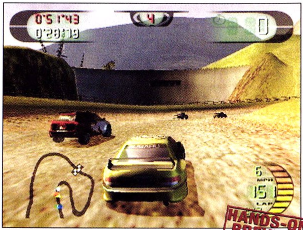






Use the Force, Adi

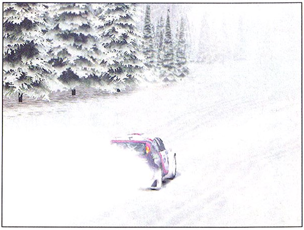
As Jedi Adi Gallia, flying around in her Prototype Delta-7 Starfighter, you've got a decided advantage over the opposition—these four Force attacks: 1) Erect a Force shield to offer maximum protection from attacks (left). 2) Shoot down foes with ultra-effective Force lightning (above). 3) Create a shockwave to destroy everything in your radius. 4) Slow down enemies with Force reflex.

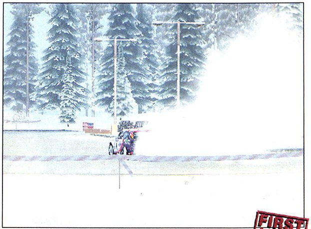


HANDS-ON PREVIEW

GTC Africa

If you live in America, chances are you haven't had much exposure to rally racing (other than in Gran Turismo). This **April**, **Majesco** hopes to change that with GTC Africa, a fast, arcade rally racer set in widely varied locations across the Dark Continent. You'll be able to tear through 19 courses and a Challenge mode (with mission-based objectives such as pursuit and time trials) with your choice of vehicles licensed from Ford, Mitsubishi, Pontiac and Subaru.

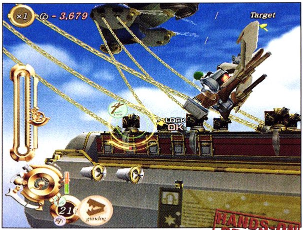




FIRST LOOK

Colin McRae Rally 3

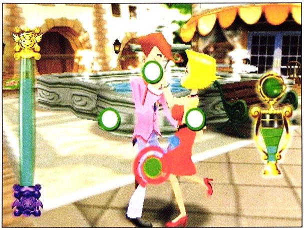
Codemasters' Colin McRae series could do for rallying what Gran Turismo did for marques like Aston Martin. If enough people spend some time with it, they'll realize what an exciting and dynamic sport rallying is, and may even track down some info online or perhaps on TV (where you can occasionally catch it at 2:00 a.m. on ESPN). Rally 3, due this **fall**, is a gorgeous-looking game, with car models that put many of GT3's to shame in terms of attention to detail.



HANDS-ON PREVIEW

Sky Gunner

As we mentioned last month, **Atlus** has wisely picked up this incredibly addictive anime-style airplane shooter from Japan, and plans to bring it out here this **summer**. Originally released by Sony in Japan, Sky Gunner offers an amazing sense of height by allowing you to swoop all around as you take out squadrons of bad guys and massive airships loaded with artillery. It's super-stylish and fun, and if Atlus manages to fix the slowdown found in the import game, look for a sure hit!



HANDS-ON PREVIEW

Mad Maestro

Eidos brings a new twist to the rhythm genre with Mad Maestro, which puts you in the role of an orchestra conductor as you try to bring peace and harmony to Bravo Town. But no one said conducting is easy; you'll need to keep pace with the shifting tempos of over 25 classical pieces (from all the biggies: Mozart, Strauss, Brahms, Tchaikovsky and more), and also vary the strength of your button-mashing in accordance with the volume of the piece. Look for this intriguing title in **March**.

FREEKSTYLE

HANDS-ON PREVIEW

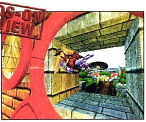
Is Freek chic...or just dirt-bike SSX?

The SSX-ification of the extreme-sports genre has begun. When **EA Sports Big**'s SSX took the newborn PS2 by storm, it gave players a unique gaming experience never before capable on the less-than-next-gen systems. Those fond SSX memories will soon feel like they existed eons ago. Now, that uniqueness is being cast away, as Sled Storm and Freekstyle begin to muddle up our blissful recollections.

It's not that Freekstyle isn't a fun game. It's just that it's not entirely original the way SSX and NBA Street were. Then again, it is a step up from EA's Supercross series, which was scrapped to make this game. What Freekstyle does have going for it is an eye-crippling sense of speed. This game is three times faster than SSX. So fast that rogue tears will stream from your eyes. It may be too fast. Plus the 80 tricks that can be tweaked and combined are as wild as their names. There's the McMetz, the Saran Wrap and the super-cool Superman Seat Grab.

The riders daring enough to take on this nine-level over-the-top challenge? You've got Mike Metzger, Brian Deegan, Stefy Bau and *OPM*'s personal favorite by name alone, Clifford "The Flyin' Hawaiian" Adoptante.

Motocross followers will love this. But will the rest of the EA Big fans? We'll find out in **June**.



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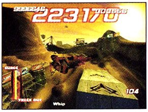
Leprechaun



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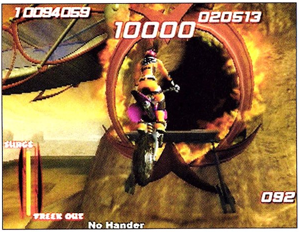
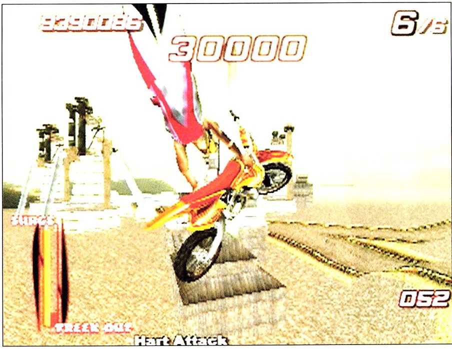




ALL-STAR BASEBALL 2003

HANDS-ON PREVIEW

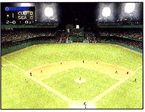
Stuck in the middle

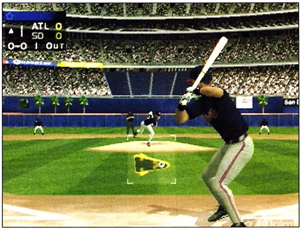
Over a year ago, when we first heard that **Acclaim**'s All-Star Baseball was jumping ship from N64 to PS2, we were so excited we started playing pepper in the *OPM* offices. Then the game came out and we were terribly disappointed, prompting the immediate posting of a sign reading, "No Pepper Games." While ASB 2002's pitcher/batter interface was groundbreakingly superb, the rest of the game was sloppily flawed. Fielders grabbed the ball when it was nowhere near them. When you hit the ball, the screen turned black for a second before you could field it. But this year, so far, those problems have been done away with. Now the game fits somewhere between High Heat 2003's super-sim baseball and Triple Play's arcade slugfest.

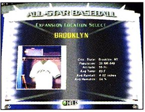
Though the gameplay is the biggest boost, there are some really fantastic additions for this **March** release. The deep and addictive Franchise mode allows you to play up to 20 consecutive seasons—but that's not the most ambitious improvement. In the new Create-A-Team mode, you can choose a club to compete in the National or American league. If you've been dreaming of baseball in Alaska, Edmonton or D.C., you can now build the team of your dreams. Meanwhile, the addition of a new trivia game is almost as cool as your bat breaking if it hits just the right spot. And getting sawed-off by an inside fastball will drop your jaw the first time you see it.

The game could stand to speed up a bit. When pitchers go into a wind-up, they may look dazzlingly realistic, but if you plan on playing a 162-game season, shaving off some time would be nice.

Will ASB 2003 win the PS2 baseball World Series? The wild card? Or will it miss the playoffs altogether? We'll let you know next month.







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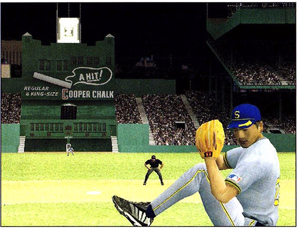
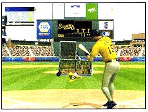
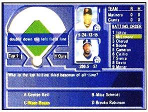
Population: [illegible]
Altitude: 55 ft.
Avg Temp: 63 F
Avg Rainfall: 4.02 inches
Avg Humidity: 64 %





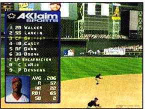


TEAM	R	H
Mariners	0	0
Giants	0	0

BATTING ORDER
1 Ichiro
2 McLemore
3 Olerud
4 Boone
5 Cameron
6 Cirillo
7 Sierra
8 Davis
9 Moyer

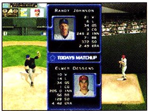
Who is the top hitting third baseman of all-time?

A George Kell
B Mike Schmidt
C Wade Boggs
D Brooks Robinson



1 2B Walker
2 SS Larkin
3 CF Griffey
4 1B Casey
5 RF Dunn
6 3B Boone
7 LF Encarnacion
8 C LaRue
9 P Dessens

AVG .286
R 57
HR 22
RBI 65
SB 2



Randy Johnson
21 W
6 L
34 GS
3 CG
249.2 INN
71 BB
372 SO
2.49 ERA

Elmer Dessens
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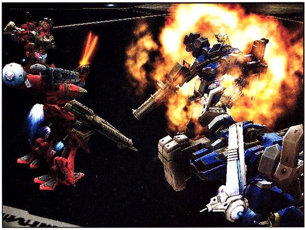
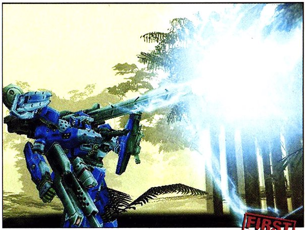
14 L
34 GS
1 CG
205.0 INN
56 BB
128 SO
4.48 ERA

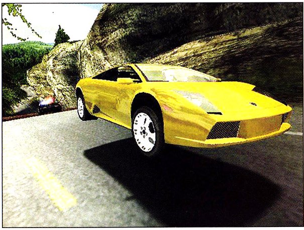




FIRST LOOK

Armored Core 3

From Software's Armored Core series' tradition of saving major enhancements only for the numerical increases rings true once again with part 3. Along with a killer new graphics engine, this next installment plays host to a bunch of features not yet seen in the series, such as an A.I.-controlled Partner mode, a weapon-dropping system and a four-player Versus mode. But the best news about **Agetec**'s **summer** release is that the controls have apparently been improved.



Need for Speed: Hot Pursuit 2

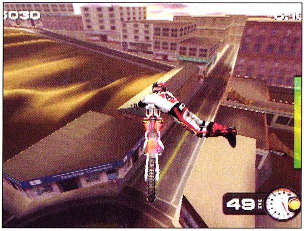
It's no secret that Hot Pursuit was the finest of the Need for Speed games on PS one, so it's heartening that **Electronic Arts** chose to expand on the concept for its **March** PS2 release. Gameplay is essentially the same; you race cool supercars and, in the real meat of the game, try to avoid the cops. There are tons of fabulous rides to open up, many of which you won't find in other games, like various Porsches (including the new Carerra supercar) and the Lamborghini Murcielago.

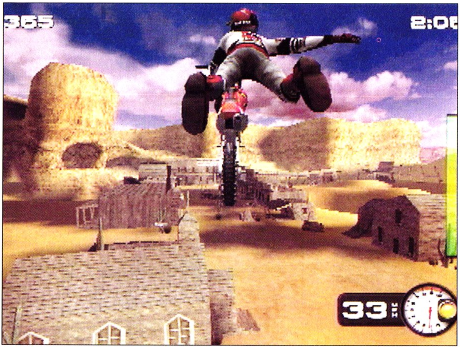
MX2

FIRST LOOK

Bigger courses, bigger air

With MX 2002 by far reigning as motocross champ on PS2, we're eager to get our hands on its sequel, MX2. (No, we don't understand the logic behind the name either—but then again, the first game was Championship Motocross Featuring Ricky Carmichael, so what does that tell you?) We're especially excited about the addition of nine new multiplayer modes (including one that seems particularly intriguing: Target Jumping), the expansion of the Freestyle mode (allowing you to roam freely through environments much larger and more diverse than before), and the fleshing out of the Career mode, in which players get the chance to court sponsors with their deeds of derring-do. Of course, the game will also include its solid racing mode and a full complement of tricks when **THQ** publishes it this **summer**.





TUROK: EVOLUTION

HANDS-ON PREVIEW

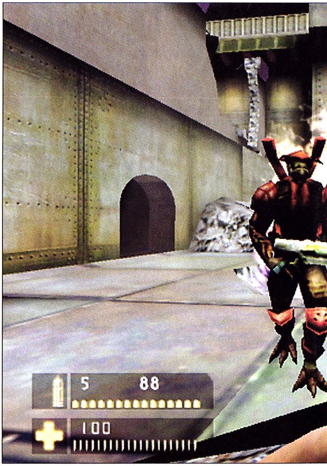
Dinosaur hunting on your PS2

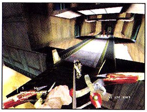
"Take no prisoners. Kill or be killed. Survive or die." Associate these bold words with the first Turok title on a Sony system and you might immediately assume them to be the game's tagline. Not exactly. Rather, it represents the attitude of the project's creative director, Dave Dienstbier, about **Acclaim Austin**'s view on succeeding in today's first-person-shooter market. He and his fellow developers—the largest team ever assembled for an Acclaim offering—want to release one of the best such games you've ever played when the title hits stores this **September**.

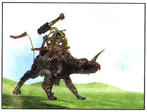
Acclaim's first step in its plan? To take gamers back to where the entire Turok legacy began. "This is, for all intents and purposes, 'Turok: Episode One,'" Dienstbier tells us. "This is going to be a return home for long-time fans of the series, as well as a great way to introduce new fans."

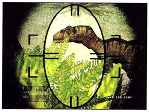
The long-time fans he refers to, of course, know Turok as one of the Nintendo 64's most popular series. Through four games (three "true" ones, plus the multiplayer-focused Rage Wars), gamers stepped into the Lost Land, a prehistoric world replete with dinosaurs and half-human/half-dino evil beings intent on conquering the universe. Only Turok—a mantle passed down to the eldest son of the Fireseed lineage—can stop them. The first such warrior was Tal'Set, whose late-1800s story begins the Turok saga and provides the basis for the events of Evolution.

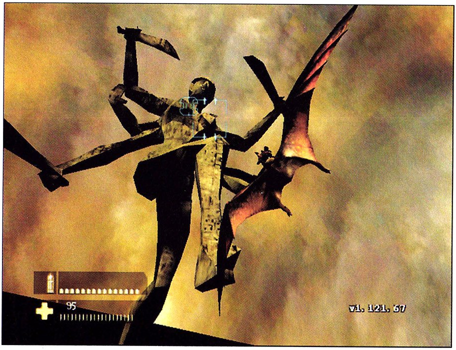
Through what we've experienced of the game thus far (granted, the Xbox version), the potential for a great FPS certainly exists. Beyond featuring some kickass weapons and interactive environments (squash opponents by shooting down trees!), flight levels add a whole new dimension to the action (see sidebar). Count on plenty more coverage of Evolution in coming issues.

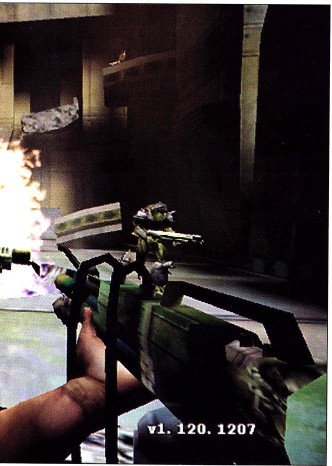






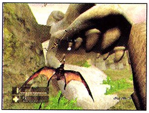


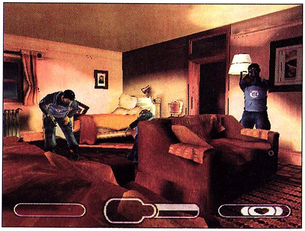


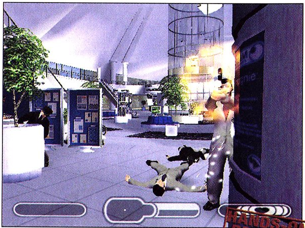


Airborne Turok

The N64 days reserved Turok to keeping both feet on the ground, as he battled his way through the Lost Land. But as the Turok known as Tal'Set, the original "Son of Stone" (the translation of "Turok" from the language of the Saquin Nation), you can kick some Dinosoid ass atop a huge Pteranodon. From this perspective, gameplay resembles the likes of a Panzer Dragoon, as you blast it out with forces of the Lost Land's original menace, Tyrannus, making sure not to smash into things all the while.



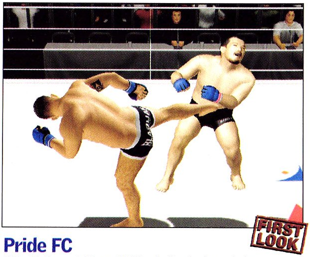




HANDS-ON PREVIEW

Endgame

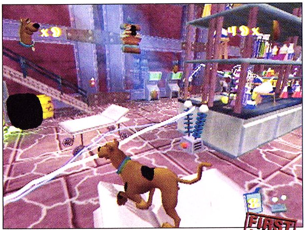
Empire Interactive may very well have come up with the perfect solution for Time Crisis II fans who have since longed for something new and similar: Endgame. Put simply, it's as much Time Crisis as it can be without being Time Crisis. Seriously. The play mechanics are identical to Namco's shooter, and the game has the exact same arcadey feel to it. Though it remains to be seen if this **spring** release can match up to Namco's previous hits, Endgame hasn't disappointed us so far.



FIRST LOOK

Pride FC

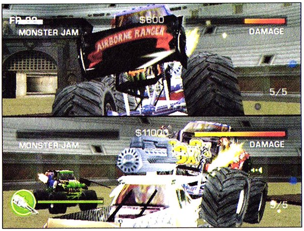
Pride FC, the sport: Picture UFC in a boxing ring instead of an octagon and you've got the basic gist. It's a brutal event pitting students of various martial arts against one another in a bloody, bone-shattering competition. Pride FC, the game: Picture UFC for PS one with faster framerate, sharper graphics and quicker response time—in a boxing ring instead of an octagon. The game, due out from **THQ** this **summer**, will feature over 25 fighters, a Create-A-Fighter option...and lots of anger.

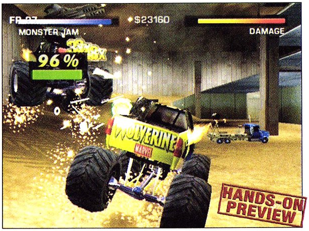


FIRST LOOK

Scooby-Doo!

Heavy Iron Studios, developer of Evil Dead: Hail to the King, aims for a somewhat younger crowd with its newest project: Scooby-Doo! (working title), due out this **spring** from **THQ**. The game appears to feature standard platformer fare in terms of gameplay, though we have to admit that the graphics look spectacular. The game includes the original vocal cast, but the real bonus is the scheduled roster of guest voices: Tim Curry, Tim Conway and *Don freakin' Knotts!* Aw, yeah.





HANDS-ON PREVIEW

Monster Jam: Maximum Destruction

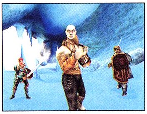
Responding to a massive groundswell of demand, **Ubi Soft** is finally releasing its monster truck game this **March**. (OK, so we only got two e-mails asking if there'd ever be a monster truck game. Whatever.) Monster Jam features a collection of 29 licensed trucks battling it out in eight different arenas. All the customary car-combat conventions are here: weapons, interactive elements and plenty of hidden areas. Think of it as Twisted Metal for people who marry their first cousins.

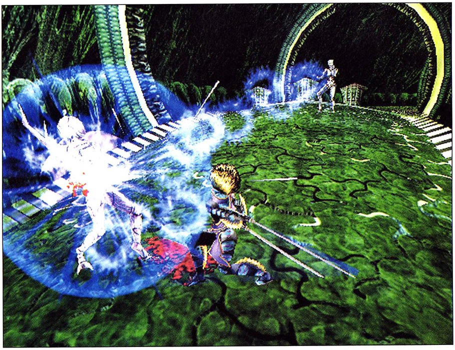
SUMMONER 2

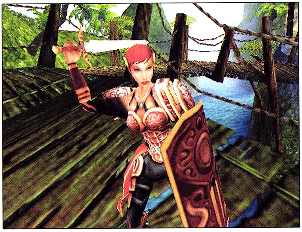
FIRST LOOK

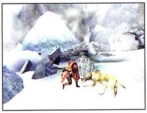
A new perspective

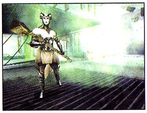
The original Summoner was one of the first RPGs on the PS2, but its success was hindered by an assembly of hard-to-overlook flaws. But developer **Volition** has set out to address these issues with the release of the sequel, due this **fall** from **THQ**. In Summoner 2, players take on the role of the Queen of Halassar, a powerful figure deemed by her subjects to be a "goddess reborn," as she sets out to save the world. This prospect should be a lot more appealing through the use of a new camera angle that actually makes it possible to view your surroundings adequately. Also, a modified real-time battle system should keep things moving along a bit more swiftly than in the original. We've also been told that the dialogue system will be restructured so as to be more fluid and believable. Better late than never, right?











SOUL CALIBUR 2

Finding that perfect balance

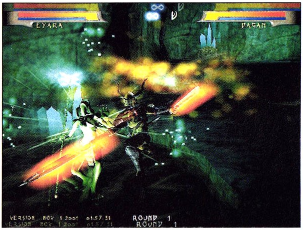
One of the reasons this month's cover star, Virtua Fighter 4, works so well is that it successfully blends the elements of hardcore and mainstream fighting games, making it a perfect title for just about any gamer to pick up and play. Sega's Yu Suzuki stated that one of his biggest difficulties in creating his game was retaining the traditional Virtua Fighter mechanics while at the same time broadening the game's appeal. **Namco**'s Soul Calibur team admits that it faces the same dilemma for its highly anticipated sequel.

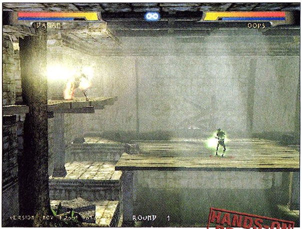
Though many suspect that the limited appeal of the original Soul Calibur directly related to its short-lived hardware, the Dreamcast, the Soul Calibur team blames it partly on the game's inaccessibility. Believe it or not, many people were turned off by unfamiliarity with the game's unique fighting engine and ambiguity over how it prioritized moves. This is what the creators are focused on perfecting this time around, claiming that Soul Calibur 2 will feature much more of an emphasis on all-out fighting rather than the memorization of moves. Also, things like "Ring Outs" (matches ending due to a player falling out of the ring) are far more infrequent in the sequel, just as Sega toned them down for Virtua Fighter 4. And while we're often weary of hearing about games catering to a more mainstream audience, judging by what Yu Suzuki and crew were able to accomplish with Virtua Fighter, the possibilities for Soul Calibur 2 definitely excite us—especially if more people discover the coolness of the weapons-based 3D fighting gameplay.

Unfortunately, Soul Calibur 2 still lacks any sort of release date, but we're hoping to see it before the end of the year.

Movie Update

As regular *OPM* readers should already know, a Soul Calibur movie is in the planning stages, and this one has a strong enough foundation to turn out well. Legendary Hong Kong director Sammo Hung will head up the project, and he's expresed an interest in chasing Jackie Chan for one of the lead roles. According to a recent update on www.sammohung.com, Namco has apparently nearly finalized negotiations with a movie studio, and production on the film should start sometime this year.

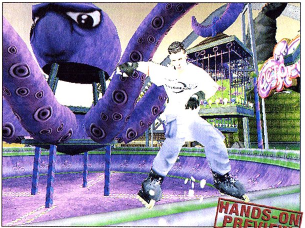




HANDS-ON PREVIEW

Barbarian

Titus' Barbarian touts Power Stone-like kick/punch gameplay with pick-up-and-toss objects (trees, boulders, etc.), 3D multilevel environments, and bots you can either fight with or against. Unlike other fighters, though, its RPG elements—a choose-your-own-adventure-style single-player campaign and a character level-up point system—set it apart. What we've played so far could use a few tweaks, but developer **Saffire** promises its hybrid baby will please all by **spring**.



HANDS-ON PREVIEW

Chris Edwards Aggressive Inline

Before we saw this game, we quite frankly expected nothing more than a waste of time. We'll admit now, though, that we were dead wrong. Aggressive Inline could be a real sleeper hit. In a nutshell, it's Tony Hawk 3 meets Dave Mirra 2. In the famously interactive environments, you can break apart a Ferris wheel at an amusement park, tear up a haunted house at a film studio and more, opening up some huge levels. **Acclaim** could really turn heads this **summer** with this one.

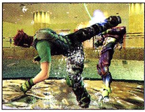
TEKKEN 4

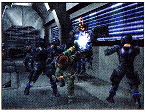
Fight Club 2002

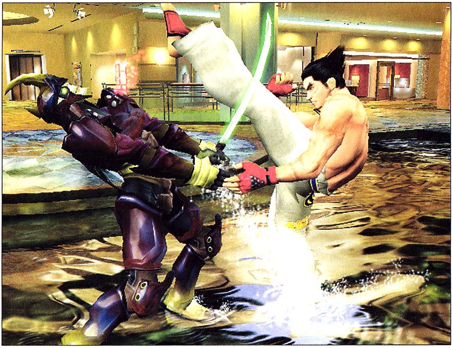
With Virtua Fighter 4 proving itself considerably more impressive than anyone could have possibly anticipated, the pressure now applied to **Namco**'s Tekken 4 is even more considerable. It's been awhile since Tekken 3 and Tekken Tag Tournament failed to really push people's pugilistic buttons back at the end of 2000. When Tekken 4 hits stores in **September**, it has a lot to prove.

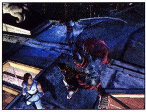
As with previous episodes, the main fighting comes supplemented with a host of extra modes, the most radical of which is "Tekken Force" (right), a Final Fight-style game that has you punching and kicking your way through hordes of bad guys.

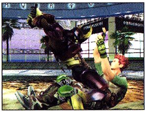
The main game, as expected, has gone through some major overhauls, too. As you can see from the screenshots, the most obvious changes have been made to the graphics, which are so much more impressive than those in Tekken Tag that you'd be forgiven for not realizing they're both from the same series. The characters have been beefed up enormously (and aged some more, too—Paul in particular is starting to look a little grizzled), but more importantly, the dynamics of the arenas have changed. Gone are the infinite plains of past games; now you're in a confined area, where slamming your opponent up against a wall is a vital tactic for a quick victory. Expect to see lots more updates on Tekken 4 as the screens continue to pour in.











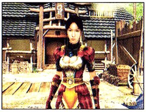
ONIMUSHA 2: SAMURAI'S DESTINY

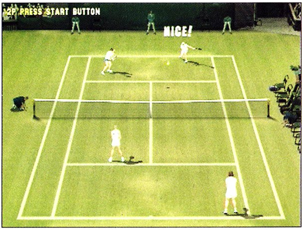
Nobunaga returns with a vengeance

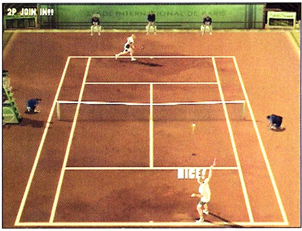
An arrow through the larynx is a pretty tough thing to recover from. Yet, in Onimusha: Warlords, we saw legendary Japanese warlord Nobunaga do such a thing only to return more powerful than ever...with a little help from the demonic underworld, that is. And even when you as Samanosuke defeated his boss, the head demon Fortinbras, you knew that didn't mean the end of Nobunaga's thirst for power. Set 10 years later, Onimusha 2 continues the story.

Yep, Nobunaga returns with nothing but uniting Japan under his undead rule in mind. This becomes apparent in the game's beautifully rendered computer-generated opening sequence (not unlike that in the first game in terms of quality), in which a small army of mounted demon warriors led by Nobunaga attacks a peaceful Japanese town. The villagers don't stand a chance, as fire arrows bombard their homes—even the people themselves—for an intense couple of minutes. Nothing remains, as a once lively village now exists as a pile of ash and ruin. That's where the game's new hero, Jubei Yagyu, steps in. Swearing revenge, he sets out on a quest to destroy Nobunaga and anyone who stands in his way.

And he's not alone. As the opening CG sequence shifts from Nobunaga's attack to a more light-hearted introduction of characters, we meet the four other adventurers who may—or may not—elect to help J.Y. out. It all depends on the way you interact with others, an Onimusha first that adds a bit more of an RPG element to the series. In addition to taking control of potential allies, don't be surprised if they fight alongside you thanks to computer A.I. **Capcom** has other new surprises in store for this **summer** release, as well. Expect a full hands-on preview next month.







Smash Court Tennis: Pro Tournament

Fans of the Virtua Tennis series should circle **March 27** on their calendars—they'll love **Namco**'s Smash Court. It features eight pros, including Agassi, Sampras, Hingis and sports' answer to Britney: Anna Kournikova. But the real fun is in the tennis. While the fact that shots rarely soar out of bounds perplexes us, we love competing at the four major tournaments, particularly the clay courts at the Paris Open.

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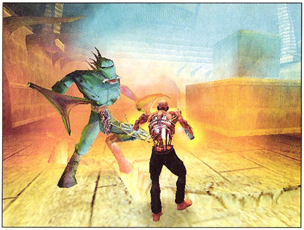
REPLAY
Barrel
397
COMBO
X 1.0
SCORE
391
456
TRICK
KARMA
GOOD
BAD

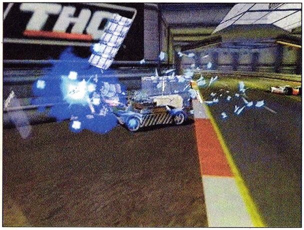
Transworld Surf

A port of the previously released Xbox title, this surfing game from **Infogrames** features a slew of real-world pros to pick from and real-world locations in which to hang 10. Doesn't sound too groundbreaking, sure, but Transworld comes from **Angel Studios** (of Midnight Club and Smuggler's Run fame) and should still be a fun ride. One interesting element is the karma meter: Fail to behave nicely with sea creatures or other surfers, and it'll come back to haunt you!



Shadow Man: 2econd Coming

Chances are, if you went out to your local game store **right now** you'd be able to pick up a copy of this dark, intriguing sequel from **Acclaim**. Promising over 30 hours of gameplay, a day/night and weather cycle, and six enormous arenas, the game should satisfy fans of the voodoo-laden story who might have been disappointed by the lack of atmosphere in the original PS one version. But parents, take note: If it's anything like the first title, this will be a *very* adult game.



Hot Wheels

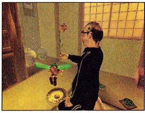
You know you love Hot Wheels. Everyone does. It's just a matter of degree. Well, **THQ** is looking to make the wish of every Hot Wheels fan come true this **fall** with this tentatively titled release. The concept for the game was to build an entire city along the lines of the jumps, loops and twisting tracks that make the toys such a blast. The result seems to bear a strong resemblance to Rumble Racing (which is a good thing) with lots more crazy stunts (even better).

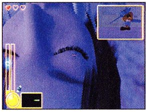
MR. MOSQUITO

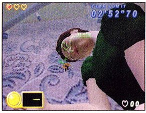
The mosquito formerly known as Ka

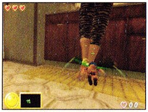
Rarely are we so delighted to be wrong. You see, back in *OPM* 49 we profiled a mosquito "simulator" titled Ka in our "Only in Japan" column. Heck, we even quoted an Atlus representative who claimed that the chances of someone bringing this quirky game to the States "are about as good as my getting a date with Charlize Theron." Well, get your shoes polished, Gail Salamanca, because it looks like Ms. Theron will be picking you up for dinner and a movie! In fact, **Eidos** has created a new boutique label, **Fresh Games**, which will specialize in unique titles like Mr. Mosquito, which is due out this **spring**.

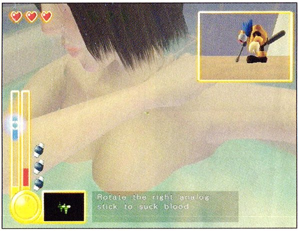
So just what is it about Mr. Mosquito that has us all abuzz? Let's start with the premise: You're a mosquito who terrorizes the hapless Yamada family. In stage after stage, you zip around different rooms searching for the right spot to dive in, dip your proboscis, and draw some yummy Yamada blood. Naturally, you have to be careful about it—you don't want to be spotted, else you go into battle mode (more on that below). And while drawing blood, you need to time your sucking just right to maximize your intake while minimizing the irritation. Draw a bit too hastily and you might find yourself plastered to the palm of a slap-happy hand! The environments also come into play: You can fly into a light switch or a TV remote, for example, to trigger a distraction—and in later levels you also have to contend with bug spray, zappers and other sorts of nasty obstacles.

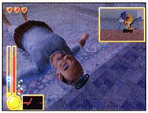






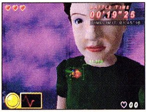


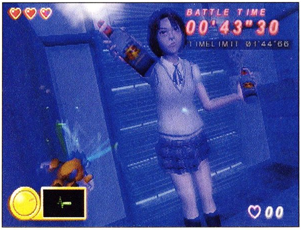


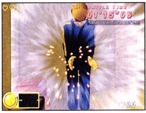


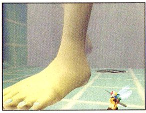
Metal Gear Mosquito?

Stealth plays a big role in Mr. Mosquito. The premise of the game is to sneak around, seizing the right moment to draw blood without being spotted. So what happens if one of the Yamadas notices you nosing about? You enter a bizarro battle mode, with the human chasing you around, swatting, kicking, spraying and otherwise trying to squish you. The only way out is to lock on to various "swoon" points and dive in for a quick nibble, causing your foe to "RELAX!"









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GOOD.
MEAN.
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PAY BACK TIME!
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Violence
PlayStation 2
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MOBILE SUIT GUNDAM ZEONIC FRONT

Become your own worst enemy!

For years you fought against the Zeon, now fight as one. For the first time, assume the role of a Zeon and take control of an elite mobile suit team. Set in the One Year War, battle against the Earth Federation for independence and control of Earth territories. Control up to three attack teams per mission and devise superior strategies against Earth Federation troops. As the Federation, with their superior numbers, launches a massive counter strike on Zeon controlled territories, show Gundam, once and for all, that Zeon won't go down without a fight! Hail Zeon!

"The giant Mobile Suits of the Gundam Universe meets the squad-based action of Rainbow 6. Zeonic Front shows tremendous potential for innovation and fun!"
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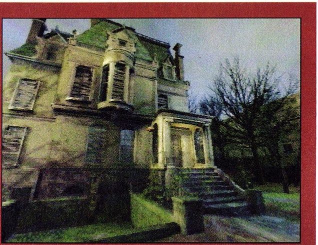
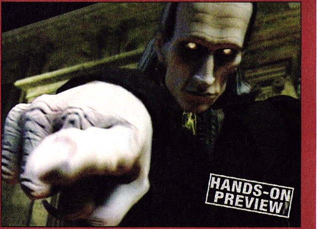
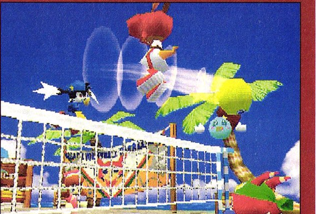




Dracula: The Last Sanctuary PS one

If you played **DreamCatcher**'s sequel to Bram Stoker's classic novel last year, Dracula: The Resurrection, you no doubt remember the cliffhanger ending. This **March**, Last Sanctuary picks up where Resurrection left off, as Jonathan Harker, recently having saved his wife Mina from the clutches of the infamous vampire, tries to free her soul by destroying Dracula once and for all. Action takes place in the form of a Myst-like graphic adventure, all complemented by first-rate cutscenes.



Klonoa Beach Volleyball PS one

Lately, **Namco**'s been keen on allowing its star characters to jump to new genres, and here's a cool first example. Klonoa Beach Volleyball is just as the name would suggest: a v'ball game starring the cutesy characters of the Klonoa franchise. Dig, serve and spike your way through matchups filled with overexagerrated abilities. It certainly sounds fun—only problem is, it's unlikely we'll ever see this game in the States. Klonoa apparently isn't a big enough star here.

DEAD TO RIGHTS

Welcome to Iron Point Penitentiary. For now...

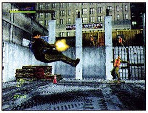
Talk about bad luck. You, Jack Slate, are a cop from Grant City, a hellhole of a place filled with crime and corruption. You're sent to investigate a homicide—but get this—it's your dad who's been killed. A private investigator, it's apparent that he got too close to a case for his own good. Unfortunately, in a town like Grant City, murders like this tend to get buried in paperwork and red tape, so you decide to take things into your own hands. You set out to find your pop's killers.

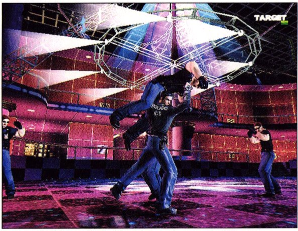
But all too soon, you get pinned with a murder charge yourself—an obvious setup. It's bad enough to warrant the chair, too. But you're not ready to die—not yet at least. You've got some unfinished business to take care of. That's when you break out of Iron Point Penitentiary.

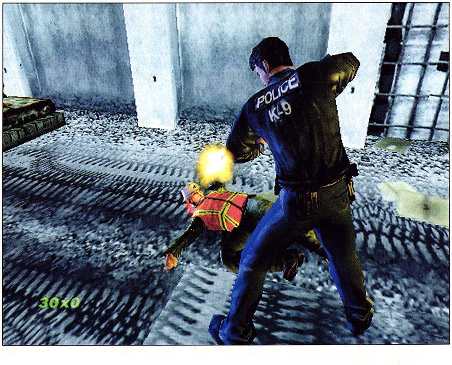
If this sounds like a rather grim background for Dead to Rights, then **Namco**'s mission is accomplished. Hunted by good cops, corrupt cops, bounty hunters and straight-up bad guys—and without any sort of assistance, base of operations or any weapons—Jack needs to take care of business however he can. And it's that "man against the world" spirit that Namco wants the entire game to convey. The look of Grant City is dark, damp and dank, which fits perfectly with the seaside metropolis setting. Think Seattle. Bright colors give way to muted bluetones, giving the game a nice crime-noir flavor. The soundtrack mixes jazz, club music and various Lalo Schifrin-styled compositions that bring to mind classic scores of '60s and '70s crime films like *Dirty Harry* and *Bullitt*.

Then there's that Bullet Time-like feature established by Max Payne. Just like Rockstar's hit, Dead to Rights boasts a slow-motion gun-battle function that allows you to switch targets on the fly. You can disarm enemies, shoot out lights to cover your enemies in darkness, and use the environment as cover from enemy gunfire. It's a feature that will seemingly never get old. But to mix things up, Dead to Rights also places a great emphasis on hand-to-hand combat.

So while Jack may not be enjoying his best days, you just might when the game hits this **June**.







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Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

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Issue 3 **$10**
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Tomb Raider II Strategy
Demo Disc playables: NFL GameDay 98, CART World Series, Frogger

Issue 5 **$10**
February 1998
Alundra Strategy
Demo Disc playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

Issue 6–disc only $7.99
Demo Disc playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA ShootOut 98, Saga Frontier, Mega Man Neo

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Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

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Tekken 3 Strategy
Demo Disc playables: Einhänder, Gex: Enter the Gecko, Klonoa

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Demo Disc playables: Cardinal SYN, Vigilante 8, Forsaken, N20, TOCA, Dead or Alive

Issue 10–disc only $7.99
Demo Disc playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer
non-playables: NFL Xtreme, MLB 99, Tekken 3

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Demo Disc playables: Tekken 3, Turbo Prop Racing

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Demo Disc playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

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October 1998
Spyro the Dragon
Demo Disc playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

Issue 14–disc only $7.99
Demo Disc playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance
non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Issue 15 **$10**
December 1998
Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

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Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 **SOLD OUT**

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Syphon Filter Strategy
Demo Disc playables: Syphon Filter, Bust a Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

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Demo Disc playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

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Legend of Legaia Strategy
Demo Disc playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

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Demo Disc playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

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Street Fighter Alpha 3 Strategy
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Ape Escape Strategy
Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

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Jade Cocoon Strategy
Demo Disc playables: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

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Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

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Dino Crisis Strategy
Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

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December 1999
Crash Team Racing Strategy
Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

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Resident Evil 3: Nemesis Strategy
Demo Disc playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

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February 2000
Medal of Honor Strategy
Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

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March 2000
GT2 Strategy
Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

Issue 31 **$10**
April 2000
Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

Issue 32 **$10**
May 2000
Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

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June 2000
Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

New Larger Format

Issue 34 **$10**
July 2000
Tony Hawk's Pro Skater
Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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August 2000
Who Wants to Be a Millionaire
Demo Disc playables: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36 **$10**
September 2000
Soul Reaver 2
Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Star Wars
Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

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PS2 Revealed
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

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Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

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January 2001

PlayStation
Gran Turismo 3
Tomb Raider Movie Report

Gran Turismo 3

Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

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February 2001

PlayStation
Z.O.E.

Z.O.E.

Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

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March 2001

PlayStation
Half-Life for PS2
Win!
SSX:DVD

EA Sports Big

Demo Disc playables: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

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April 2001

PlayStation
XFL
Test Drive
Derek Jeter
Twisted Metal Black

Twisted Metal: Black

Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

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May 2001

PlayStation
Medal of Honor Frontline

MoH: Frontline

Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

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June 2001

PlayStation
Dark Cloud
Final Fantasy X
Silent Hill 2
Metal Gear Solid 2

Dark Cloud

Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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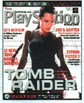
July 2001



Tomb Raider

Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

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August 2001

PlayStation
Final Fantasy
The Movie • The Games • The History

Final Fantasy

Demo Disc playables: Final Fantasy VIII
Video previews: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

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September 2001

PlayStation
ICO
Wow!
Over 50
Fight!

Ico

Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ Issue 49–$10
October 2001

PlayStation
Silent Hill 2
The scariest game ever made
Wow!
Hawk's Pants

Silent Hill 2

PS2 Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

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November 2001

PlayStation
Grand Theft Auto 3

Grand Theft Auto III

Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
Video previews: Dragon Warrior VII, Syphon Filter 3

☐ Issue 51–$10
December 2001

Metal Gear Solid 2 Reviewed
PlayStation
Metal Gear Solid 2

Metal Gear Solid 2

PS2 Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2001
Video previews: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

☐ Issue 52–$10
January 2002

PlayStation
Jak & Daxter
The Precursor Legacy

Jak and Daxter

Demo Disc playables: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip *Video previews:* Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

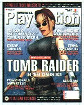
☐ Issue 53–$10
February 2002

PlayStation
Final Fantasy X
Final Fantasy XI

Final Fantasy X

PS2 Demo Disc playables: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex *Video previews:* Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3

☐ Issue 54–$10
March 2002



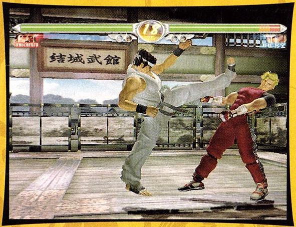
Tomb Raider

Demo Disc playables: Sheep Raider, Disney/Pixar's Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T. Interplanetary Mission, *Video previews:* Tony Hawk's Pro Skater 3, Jak and Daxter: The Precursor Legacy, Batman: Vengeance

CHALLENGER
CHAMPION
SARAH
PAI

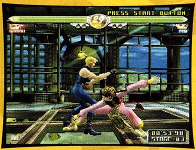
VIRTUA **FIGH**

42
AKIRA
10th kyu
AOI
Flying Aoi


18
AKIRA
JACKY
结城武館

ER 4

THE VIRTUA FIGHTER SERIES HAS ALWAYS BEEN SOMETHING PRETTY DAMN SPECIAL. NOW THAT SEGA'S OWN HARDWARE ISN'T PLAYING HOST, PLAYSTATION 2 OWNERS WILL HAVE THE PLEASURE OF ENJOYING THE GAME EXCLUSIVELY.


PRESS START BUTTON
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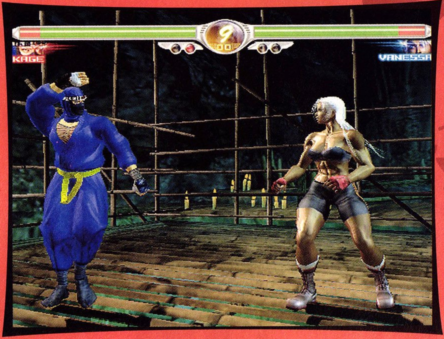
STAGE 03

By John Davison
Special thanks to James Mielke



Fighting games have to be pretty special to really capture attention these days. Although a massively popular genre, the past year or so has been remarkably quiet aside from some of the more hardcore games that have made their way from the arcades.

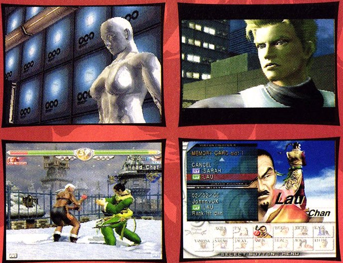
For fighting games to get back into the limelight, they need a new hero. Tekken Tag Tournament didn't quite cut it back when the PS2 launched, Dead or Alive 2 was always riding shotgun, and the 2D Capcom fighters don't have the kind of broad appeal that a good 3D fighter can generate. Let's face it, we all really want something to make all those smug Xbox owners shut up about Dead or Alive 3, too.

THE RENAISSANCE

This year, we're going to see something of a renaissance in the genre with all of the major franchises making their bid for dominance. First out of the gate though is Sega's Virtua Fighter, a game that originally failed to really raise many hopes from PS2 fans when it was first announced to be exclusive on the system back when Sega switched its efforts from hardware to software. "We chose to bring Virtua Fighter 4 to the PlayStation 2 because of its large, worldwide user base," Sega AM2 boss Yu "Mr. Virtua Fighter" Suzuki tells us. "I wanted to expose as many people to the Virtua Fighter universe as possible, and right now, the PlayStation 2 is the best vehicle for that."

> **"This year, we're going to see something of a renaissance in the genre."**

For PlayStation owners, the Virtua Fighter games were always representative of the

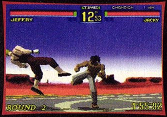


The characters in VF4 play a more important role in the overall gameplay than in the majority of fighting games, as it requires you to invest time and energy in their development.

VIRTUA FIGHTER

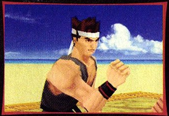
SYSTEM: Arcade/Model 1 board
YEAR RELEASED: 1993
NOTES: Genre-defining fighting game. The one that started this whole "3D" thing. Features flat-shaded polygonal models. A first of its kind.

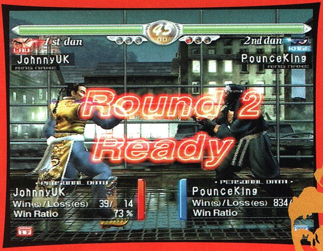
SYSTEM: Sega Saturn
YEAR RELEASED: 1995
NOTES: Crappy port. The gameplay remained wonderfully intact, but the glitchy graphics impressed almost no one. The U.S. version was slightly less glitchy than the rushed Japanese version.



VIRTUA FIGHTER REMIX

SYSTEM: Sega Saturn
YEAR RELEASED: 1995
NOTES: Sent to registered Saturn owners in the U.S. free of charge, Sega makes amends for the poor quality of the original port with texture-mapped versions of the VF1 characters. The glitchiness is no longer a glaring issue.





The game tracks all your stats for you, and it's in your best interest to keep the win/lose ratio in favor of wins.

2nd dan
PounceKing

"enemy." Back in the days when the PS one was walking all over the Sega Saturn, few rivalries could have typified the relationship between the two systems than the "Tekken versus Virtua Fighter" argument. In truth, while PlayStation owners were having an awesome time with Tekken, they were also missing out on a really great series of games by ignoring the Saturn. Arguably the "purest" 3D fighter around, Virtua Fighter takes a more realistic approach to the genre and presents the combat with what can sometimes appear to be beautifully choreographed grace.

EDGE OF THE SEAT

Virtua Fighter 4, it has to be said, has really taken our offices by storm over the past month. After early dabbling with the Japanese version of the game, all-out rivalries were soon developed and frequent challenges issued between editors of the *Official U.S. PlayStation Magazine* and sister magazine *Electronic Gaming Monthly.*

"So do you want your ass handed to you?" is the challenge phrase of choice, and something which often develops into several hours of feverish Dual Shock abuse, frantic shouting and intense concentration. If you're ever observing a two-player match of VF4, you'll know it's getting wild when the players gradually edge forward in their seats before eventually balancing half a buttock on about half an inch of chair. Their upper torsos will be leaning as far forward as possible as if this will somehow aid hand-eye coordination. This painful-looking pose will then be held for extensive periods of time, only to be broken when a previously undetermined number of wins are achieved, and a self-proclaimed winner will begin making comments about his opponent's parentage.

"For PlayStation owners, the Virtua Fighter games were always representative of the enemy."

While this may not be unusual behavior for fans of the genre who have found a soul mate with a penchant for pugilism, it

VIRTUA FIGHTER 2

CHAMPION 2 WINS
CHALLENGER
13 59
AKIRA
LION

SYSTEM: Sega Saturn
YEAR RELEASED: 1995
NOTES: Released just in time for Christmas 1995, Virtua Fighter 2 makes people forget that the Saturn is in deep ship, if only for a second. Despite Toshinden kicking its ass, saleswise, VF2 rewards the Saturn-faithful with a gameplay-perfect port. Detractors cite the lack of a bridge in Shun Di's stage as a perfect example of the Saturn's inferiority to the PlayStation. Interestingly, the Japanese version of Shun Di would turn red with every swig of his wine bottle. This "feature" was excised from the U.S. version. VF2 also marks the debut of an artificial-intelligence system that learns your fighting tendencies, requiring you to change your game. If you keep running the same moves over and over again, you'll get whooped. This A.I. program eventually figures largely into VF4.

SYSTEM: Arcade/Model 2 board
YEAR RELEASED: 1994
NOTES: Added texture-mapping while running at 60 frames per second. Adds two characters.

VIRTUA FIGHTER KIDS

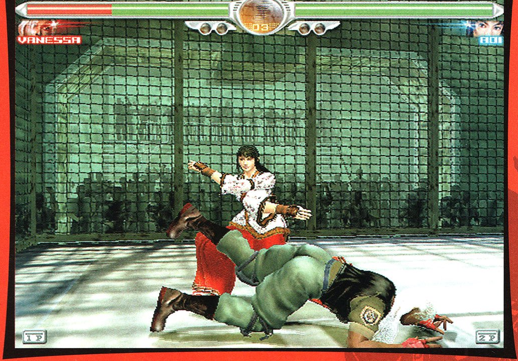
SYSTEM: Saturn-based arcade-compatible St-V board/Sega Saturn
YEAR RELEASED: 1996
NOTES: Designed as a VF-lite for beginners, VF Kids was mostly a way for AM2 to experiment with texture-swapping facial expressions (on the perfect palette of big-headed super-deformed characters), and that thing we like to call "head-tracking." Loads of hidden secrets made this a great game for fans of the series.

VIRTUA FIGHTER MEGAMIX

SYSTEM: Sega Saturn
YEAR RELEASED: 1996
NOTES: The greatest 3D fighting game of its time, Megamix, while not technically a Virtua Fighter game, featured a wealth of VF characters, while adding characters from AM2's Fighting Vipers game, as well as from their Sonic the Fighters (arcade) game. Other unique characters, like Janet from Virtua Cop, and Daytona USA's Hornet car also made appearances as playable fighters.

VIRTUA FIGHTER PORTRAIT SERIES

SYSTEM: Sega Saturn
YEAR RELEASED: 1996 (Japan only)
NOTES: All the VF2 characters get their own disc full of CG renderings using VF3/Model 3 graphics, which can be viewed as a slideshow set to horrible karaoke music consisting of J-pop and atonal hair-metal.



Throws and reversals play a big part in the combat, but the skills to do so can take a while to master.

certainly is unusual when self-proclaimed "casual fighting-game fans" are locked in mortal combat with others of similar taste. It's safe to say that Virtua Fighter 4 has that certain "special something."

It's arguable that any half-decent fighter can make a pretty good stab at a two-player experience. After all, set up a combative environment and the testosterone in the air alone will bring about an atmosphere of two big dogs snarling at each other. "In general, male animals have a fighting instinct in order to protect females when they are giving birth," Suzuki tells us. "I think that fighting games tap into this primal instinct."

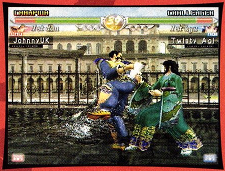
What we have here, though, is something with scaleable hardcoreness. That may be a clumsy way of putting it, but it's difficult to describe it any other way. When you start playing, the tendency is to mash buttons and watch the pretty graphics as they dance around with a certain degree of intent. As soon as you start landing punches and kicks that eventually have the desired effect, the game takes on a life of its own as it sucks you in and practically forces you to relate to one particular character and master every conceivable move (of which there are many).

RELENTLESS

Once the fun of a two-player game is no longer available, thanks to every possible opponent being either too insulted or too exhausted to bother playing you, many of the true intricacies of VF4 become apparent.

Whereas most fighting games throw a predictable selection of modes at you (arcade, challenge, survival, whatever...catch me, I'm falling asleep from boredom), VF4 spices things up considerably. Obviously it has an arcade mode which lets you pick a character, fight everyone, and then go up against the "bad guy" Dural who is a T-1000-style robo-chick who will invariably kick your ass like it has a big sign saying "kick me" on it. This is all really fabulous, but the real fun starts when you forge a spooky bond with one of the characters.

> **"The real fun starts when you forge a spooky bond with one of the characters."**



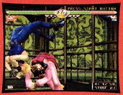
You've read about particle effects: Now see them in action doing a good impression of water splashes.

Pick a fighter and choose an amusing moniker as a "ring name" that will save to the memory card, and then load up the mode called "Kumite" (pronounced KOO-mi-tay). Rather than working toward a set objective, Kumite is a relentless and apparently endless series of fights which I suppose loosely resemble a kung-fu tournament. You begin as the very lowest of the low, a 10th-level Kyu. At this level, you may as well have a big "L" for "loser" tattooed to your forehead, but fortunately it doesn't last long. Fighting through the opponents reveals several things. First, all these guys have cute names too, and fight with varying abilities. This is because they have been lifted from saved files on various Virtua Fighter 4 arcade machines in Japan and technically you're fighting against computerized approximations of "real" people that are ranked accordingly on the game in Japan (VF4 units are networked in the arcades). Second, you'll notice that all your stats are being tracked by the game, and as you win more and more fights, you'll start finding yourself in "ranking" matches, where you have the opportunity to improve your status. Rankings move from 10th to 1st Kyu and then switch to 1st Dan and work their way up from there. Anyone with a cursory knowledge of martial arts will no doubt be stroking their chins and nodding sagely right now. For the rest of us uncultured numbskulls, just remember this: People ranked as Dans are hard-asses.

> **"...just remember this: People ranked as Dans are hard-asses."**

Next, you'll notice that winning some fights results in a little treasure-chest icon appearing at the bottom of the screen. Later, if you quit out of Kumite and check out the Edit Character option on the main menu screen, you'll learn that these treasure chests contain goodies that allow you to customize the way your character looks. Outfit colors, hats, sunglasses, shoulder pads, jewelry and various items of clothing appear at fairly regular intervals throughout the game, and quickly checking out what new stuff you've "won" can be a very rewarding part of the game.

The beauty of the Kumite mode is that theoretically you would have to play it for hundreds of hours in order to get



A.I. TRAINING MODE

10th kyu
SexySarah
SPARRING
A.I. SYSTEM

Training, sparring and mastering the characters in VF4 are only the beginning. Once you feel the need for something a bit different, you can switch tactics and start training an artificial intelligence to fight the way you do. While this may sound like the stuff of science fiction, it's actually a remarkably rewarding part of the game. "Teach" your chosen fighter moves that you like to perform, and then let it loose into one of the game's fighting modes (either against human or CPU-controlled opponents) and it will develop. As you watch your character fight, you can interact with it and tell it when it has performed a move you particularly like, and its repertoire will then expand accordingly. You can even save replays of your own fights and let the A.I. system "watch" and learn from what you do. Sounds kinda spooky, huh?

VIRTUA FIGHTER 3 & 3tb

SYSTEM: Arcade/Model 3
YEAR RELEASED: 1996
NOTES: With each iteration of the Model-whatever hardware roughly three times as powerful as the last, this meant that Virtua Fighter 3 was pushing in excess of 1 million polygons a second. In 1996 these were mind-crushing numbers. The hardware also added in features that were common even on consoles like the PlayStation (transparency, light-sourcing, shading, etc.), but were not featured on the older Model 2 board. New characters Taka-Arashi and Aoi are added.

Name : Akira Yuki
Country : Japan
Birthday : 1968.9.23
Sex : Male
Blood Type : O
Job : Kung-Fu Teacher
Hobby : Kung-Fu
Fighting Style : Hakkyoku-Ken

SYSTEM: Arcade
YEAR RELEASED: 1997
NOTES: VF3tb was essentially the same game as VF3 but with added multi-character tournament battles, hence the "tb." Everyone gets a few new moves, while Taka-Arashi gets new jump moves.

SYSTEM: Dreamcast
YEAR RELEASED: 1998 (Japan), 1999 (U.S.)
NOTES: Genki handles the port since AM2 is busy working on Shenmue. The port is the most faithful port of a VF game yet, but it's still not perfect. The Japanese version, which launches with the system, comes with a disc called Project Berkley, which is a long-ass interview with Yu Suzuki blabbing on about Shenmue, which is not actually shown at any time. Even more maddening is the fact that the version does not include a versus mode. Sega swiftly implements one for the U.S. release. A first-person mode is included, giving players a unique perspective on the fighting. AM2 continues its stubborn trend of not including CG endings for the individual characters.

CHARACTER **PROFILES**

The cast of the Virtua Fighter series has changed somewhat over the years, but the most popular remain. Although no one is officially the "main" fighter in the game, most fans associate Akira as being the equivalent of Street Fighter's Ryu. In terms of fighting styles, the game is remarkably well-balanced with all sizes and strengths of character represented.

AKIRA YUKI

Kung-Fu teacher from Japan turned poster boy for the Virtua Fighter series. His punches are harder than being hit with a truck full of rocks.

PAI CHAN

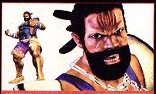
She's tiny, fast, nimble and an action-movie star from China. In the hands of a true master she'll poke and jab you into submission with tiny punches and kicks.

LAU CHAN

Grumpy-looking cook from China with an elaborate wardrobe, plus he's Pai's pop. Love him for his lightning-speed punches, fancy roundhouses and silly shoes.

WOLF HAWKFIELD

He's a wrestler. From Canada. Do you need to know more? He's pretty fast for a big guy, and has some killer long-range moves that will take you by surprise.



JEFFRY MCWILD

Despite having a silly name and spookily shiny skin, this fisherman from Australia is another remarkably versatile big guy. He likes to strike muscle poses.

KAGE MARU

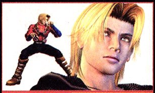
Occupation: Ninja. This means he gets to wear dark-colored pajamas, and perform seemingly superhuman moves.

LEI FEI

You'd be forgiven for thinking that this monk from China is all sleeves and no game, but learn his moves and his relentless attacks are devastating.

AOI UMENOKOUJI

Try to pronounce this Japanese college student's name. If you can, you're one step closer to mastering her than most. Big trousers belie devastating kicking attacks.



LION RAFALE

There's a good chance that his name lost something in the translation, as there probably aren't many college students from France called Lion. Nice hair though.

SHUN DI

The comic relief has arrived. This herbal doctor from China has a bit of a drinking problem, but fights in the drunken-master style.

JACKY BRYANT

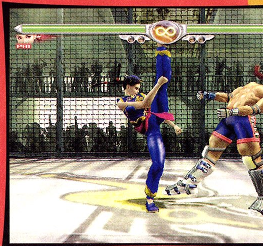
Quite why an Indy-car racer from the U.S. is doing as part of a big fighting tournament is beyond us, but his attacks are fast and powerful, and he has a great collection of jackets.

SARAH BRYANT

One of the best all-arounders in the game, this college student from the U.S. is a fast, powerful fighter with tight pants and an attitude.

VANESSA LEWIS

Don't get on the wrong side of this scantily clad security officer. She packs a powerful punch, and can reverse moves more effectively than any other character.



every single possible item and achievement in the game. "It may take a while to unlock all the items," Suzuki admits. "There are 400 in total." There aren't many fighting games that you could say that about.

If you tire of playing against computer-controlled opponents, but still want to work on your character stats, you needn't worry. You can pull your character into any mode in the game and let rip. Best of all, if you're playing with a customized character, two-player matches become even more competitive as the ranking and experience system that underlies Kumite is still active. Tackling a ranking match against a real opponent can have the effect of escalating hostilities even further.

TRAINING

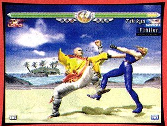
If you're feeling particularly lacking in any area of combat, VF4 has a solution for you here, too. While many fighting games offer some kind of rudimentary training mode that lets you beat

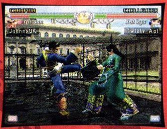
up on what is effectively a stationary dummy, this takes it a step further. In addition to offering you a complete moves list, which you may have seen in Tekken, the training mode here lets you custom-design any particular scenario that you need help with. Pick any character you want to fight with, choose the opponent who's giving you problems, and then choose any of a huge number of options. Having trouble with your buddy, playing as Akira, constantly low-punching you like a cheap little bastard? Call up Akira in the training arena, set the system to "emphasis on low attacks," set the difficulty level, and spar for as long as you need. If there are particular moves that you really have trouble defending against, you can go one step further and "record" the specific move with the opponent character and then set things up so that you're fighting against this single move over and over again. Having trouble defending attacks when your opponent is behind you? No problem. Need to practice your throws? That can be accommodated too. Is Vanessa bugging you with that reversal move where she manages to grab hold of you and stop you from delivering a devastating combo? Set her up and fight against her until you work out how to turn the tables on her. If you have the time to invest in Virtua Fighter 4, there really isn't any excuse not to become a complete master at one character. It leaves nothing to chance.

> **"There really isn't any excuse not to become a complete master at one character."**

GO TO PAGE 100

For a more detailed examination of the gameplay, flip forward a page and read the review. What is safe to say, though, is that VF4 is possibly the finest fighting game ever made. While many thought that the genre had already peaked, and simply expected just cosmetic overhauls, this isn't the case. Suzuki and his team have expanded the concept dramatically, and the fighting games to come—Tekken 4, Soul Calibur 2 and Mortal Kombat: Deadly Alliance—are going to have their work cut out for them.





Fancy effects like those used to make realistic-looking water and sand really help set VF4 apart from other fighting games.

VIRTUA FIGHTER 4

SYSTEM: Arcade/NAOMI 2 board
YEAR RELEASED: 2001
NOTES: Sega uses the scalability of the PowerVR hardware to essentially double the performance of the not-so-shabby Dreamcast, while taking advantage of the new dual-processor hardware geometry and lighting engine. Six distinct lighting sources and 10 million triangles can be rendered with this hardware, and it is the NAOMI 2 on which Virtua Fighter 4 is built. VF4 is possibly the last major arcade game Sega will design on its own proprietary hardware. Using VF.Net cards in Japanese arcades, AM2 adds to the longevity of the game by rewarding players with items to customize their characters with. Interestingly, for the first time, the VF series subtracts a character, with heavy-hitter Taka-Arashi given his walking papers.

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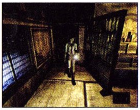


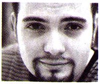
POSITION 5 6
TIME
273
2670
STORM
NAC NAC

THE **FINAL SCORE**

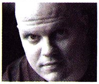
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

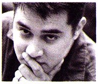
Meet the critics



JOHN DAVISON
April 20 is a big day for the big boss man, as it's the day his lovely lady will be stuck with him for good. It's his wedding day.



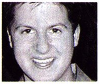
JOE RYBICKI
After suffering derision at the hands of his colleagues over his golf-game preference, Joe bent a 9-iron in half...over Todd's skull.



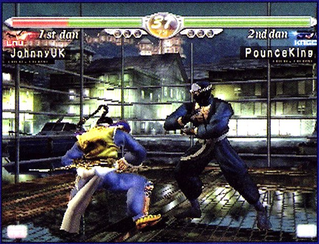
GARY STEINMAN
With no good RPGs to play, Gary had to live out his own life this month—which, to his chagrin, was full of far too many random battles.

CHRIS BAKER
Now that all the guys on staff have a wife, fiancee or girlfriend except c.bake, he can officially declare himself *OPM*'s most eligible bachelor.

TODD ZUNIGA
With the Olympics over, *OPM*'s official "sports guy" is revving for a trip to Yankee Stadium, with High Heat in the seat next to him.



SAM KENNEDY
The incredible Virtua Fighter 4 has totally gotten Sam in the fighting spirit. John may be the current *OPM* office champ—but not for long!



UpsideDown

VIRTUA FIGHTER 4

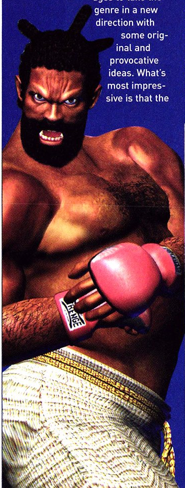
The best fighting game ever made

Publisher Sega
Developer Sega AM2
Web Site www.sega.com

Hopefully by now, you've read our big feature that talks about some of the background on Virtua Fighter, and you have some kind of idea as to what it is that's such a big deal about this game. Whereas so many fighting games in the past have basically been slightly improved versions of their predecessors, Virtua Fighter 4 manages to take the genre in a new direction with some original and provocative ideas. What's most impressive is that the new concepts manage to massively enhance the depth of gameplay, while offering an experience that's significantly more challenging than games like Tekken or the 2D fighters from Capcom.

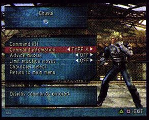
Fans of martial arts (the real stuff, not this video-game malarkey) will be thrilled at the degree of freedom and realism that the game offers. **Every character has an impressively thorough knowledge of their particular style of fighting**, and each has a move list that will take an absolute age to master. As with all truly great fighting games, what this offers is opportunity for players to develop their own unique style of fighting within the confines of what each character offers. Some will choose to be pensive, defensive and thoughtful, while others will pile in with relentless attacks. Different strengths and weaknesses of each character allow you to experiment with different rhythms to your attacks, and the resulting dance-like fights are always exciting, always challeng-

> **"What is undoubtedly the most rewarding part of the game is the character development."**

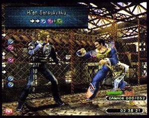


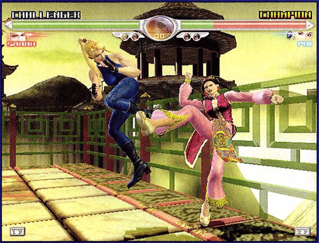
TRAINING DAY

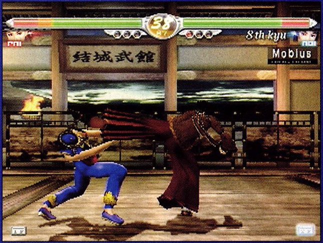
Most fighting games have some kind of training mode that lets you learn the moves by working through a list on screen. VF4 takes this a step further, though, letting you control everything about the training mode so you can work on specific weak areas. The system is extremely effective, and it takes very little time to notice a discernable difference in your playing style. Whether you set up specific challenges, like Lau's fast high-punches repeated over and over, or you work through the tests that the game sets up for you, it's all remarkably useful. After spending about 30 minutes training with Lau, my game had improved dramatically.



(above) Learning moves is easy, even when it gets crazy (below).

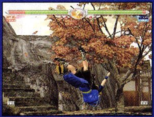




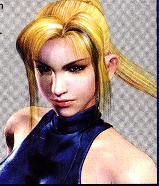


JohnnyUK
Dragon Lau

JohnnyUK
Shuriken



FOUR COMPLETELY RANDOM THINGS ABOUT VIRTUA FIGHTER 4

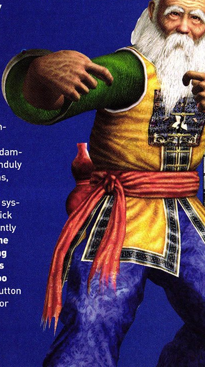


1. When you're training your A.I. character, and you tell him that he did something good, the look on his face as he looks out of the screen at you is kinda spooky.
2. There's a big difference between playing the game with a joypad and playing with a fighting stick. We recommend the InterAct Shadowblade. It's so tough you can back a car over it.
3. Sarah is really hot. Especially if you like blondes.
4. Coming up with ring names for fighters is an art form. Favorites so far include PaiHole, Apple Pai, Ugly Shun, Lau Dandclear and Pounceking.

ing, and always a joy to watch.

The game's most obvious strengths are in the visuals. **This is a breathtaking game that we really can't do justice to with mere screenshots.** The grace of the animation and the detail in the costumes, the movements and the facial expressions are all so effortless that you'd be forgiven for not noticing much of it when you first start to play. Watching someone else play the game is the best way to enjoy the visual spectacle. When you see the sand kicking up on the beach, characters' hair and clothing blowing in the wind, water rippling convincingly, or snow being trodden under foot, you really begin to appreciate just how hard this game pushes the PS2.

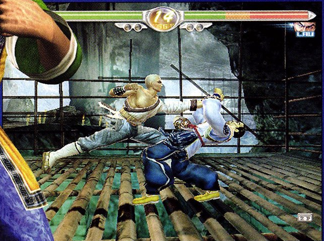
"Not many games are so great that they can help influence your taste..."



Many fighting games are damaged by overly complex or unduly sophisticated control systems, but that's not the case here. Using a simple three-button system that offers just punch, kick and guard, the game is instantly playable by a novice, while **the learning curve of discovering the more elaborate moves is intuitive and certainly not too crazy.** Experimenting with button and direction combinations, or more helpfully by working through the extremely thorough training mode (see sidebar "Training Day") is an intuitive and gradual process that never seems to stop being rewarding. Moves range from simple attacks to spectacular throws, combos and reversals which always manage to provide a satisfying, chest-thumping bravado when you learn how to pull them off intentionally. Button mashers will enjoy some success, as with pretty much any fighting game, but the real satisfaction comes from knowingly pulling off exactly the right moves at exactly the right times.

What is undoubtedly the most rewarding part of the game is the character development. As we discussed in the feature, battling your way through the hordes of fighters with your own specially tweaked version of a character **develops a bond with the game that you usually only get with sports or wrestling titles**. As you work your way through the ranks and start to change the way your character looks, there's a real sense of excitement in the simple act of jumping into the options screen and seeing what ridiculous-looking new accoutrements you've won. Some of them are pretty crazy, like weird lampshade-looking hats, overly elaborate sashes and gaudy-colored pants—but just adding something like a pair of shoulder pads to a character, or even a pair of shades, makes it "yours" and you try just that little bit harder.

As if the challenge of working through the ranks isn't enough, another part of the game that's habit-forming is the artificial-intelligence training. While an ambitious-sounding addition to the game, the results of fighting with a character that "learns" are more enjoyable than I could ever manage to get across to you just in this review. **Think of it as a Tamagotchi that fights** and you may appreciate the compelling experience it provides. When your A.I. is good enough to really whale on the competition, you'll feel an odd sense of pride in its achievements.

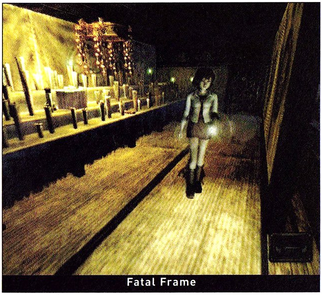


As you can probably tell from the enthusiasm that we have for the game, there really is very little that's wrong with it. If you have any doubts, consider this: While I've always been a fan of fighting games, I've never been a really hardcore fan prepared to invest hours and hours in mastering a fighter of this kind. **VF4 converted me.** I can't get enough of it. Not many games are so great that they can help influence your taste, but this one really is something special.

Final Score ●●●●●

John Davison

TEEN T CONTENT RATED BY ESRB
Players: 1-2
Memory Card: 391 KB



Fatal Frame

Fatal Frame

Publisher Tecmo
Developer Tecmo
Web Site www.tecmogames.com

I didn't used to think of myself as a wuss. Fatal Frame has changed that, in more ways than one.

To call this game "spooky" is to refer to Enron execs as "a little dishonest." This one **seriously rivals both the Silent Hill games for maximum creepitude**. Fatal Frame takes you, as a young woman named Miku, through a haunted mansion inhabited by ghosts that didn't exactly attend Casper's School of Friend-liness. That's right—*ghosts*. Hard to believe, but in six-plus years of PS survival-horror games, this is the first to feature the most basic of supernatural nemeses.

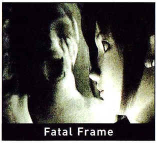
Your only weapon? A camera. Yep, a ghostbusting camera that you can power up RPG-style using points accumulated by taking quality pictures. The more advanced your film, the stronger your attack. The camera detects ghostly presences, too, causing the Dual Shock to thump like a heartbeat, as if the moaning ghosts weren't enough to play with your pulse.

Scary as these specters may be (and beautiful—the look of the ghosts moving about highlights Fatal Frame's superb graphics), the overall atmosphere enhances the nervous fright. This is one to play in the dark and to play loud. As you wander about, sounds vary from unsettling noises to anxious silence—with plenty of quick jump-back moments, too. Throw in some stylish yet truly horrific cutscenes featuring mass stranglings, a "blinding mask" (imagine stakes through the eyeholes—and someone putting it on) and more, and **I'm forced to question the ESRB's Teen rating** for the game. Relatively bloodless as Fatal Frame may be, the events portrayed outdisturb any M-rated Resident Evil by far.

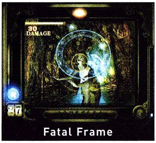
Beyond seriously creeping me out, Fatal Frame made me feel like a wuss of a gamer. Put simply, it gets *tough*. Though the first half of action offers the illusion of an easy game, things slowly change. Your supplies deplete, you run out of good film...and nothing but the toughest ghosts await you. **The game shows no mercy for poor management**, and you might find yourself feeling a bit screwed and needing to start over. Fellow wusses like me will, anyway.

Final Score ●●●●
Chris Baker

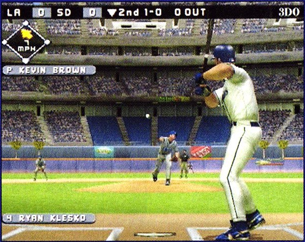
TEEN T CONTENT RATED BY ESRB
Players: 1
Memory Card: 1,399 KB



Fatal Frame



Fatal Frame



CIN 0 STL 0 ▲1st 0-1 1 OUT
3DO
MPH

NYM 1 PHI 0 ▲2nd 2-1 2 OUT
3DO
6 MPH

HIGH HEAT MLB 2003

Step up to the plate for real baseball

Publisher 3DO
Developer 3DO
Web Site www.3do.com

For years I've wanted a baseball game that lets me play a 162-game season before I realize, at game 14, that the game stinks. With the new High Heat I'm 10 games beyond the All-Star break. Which is to say that HH isn't a typical video-game baseball experience. It's shockingly addictive, ultra-realistic and you can play a full spine-tingling nine-inning game in 30 minutes.

While the gameplay in HH is a huge improvement over last year, the game's look, though eons ahead of last season, still doesn't seem quite right. Also, the animations continue to be lacking, though they're in better shape than last year. While 3DO made an error with PS2's graphics power, they didn't swing and miss with the Emotion Engine.

Consider this: I've lost more than I've won this season. And I blame me, the manager, for bad decisions in tight spots. Cut me some slack; I'm a rookie.

But there have been times when I haven't replaced my starter because I really wanted him to get one more out. I'm up by a few runs, so I leave him in. Forty seconds later, the bases are loaded, the opposition has their big slugger up, and I'm leaning so far forward I might fall off my seat. Then I give up a tater, a dinger, a home run, and the loss sticks with me for a full day. I'm eating lunch beating myself up because I didn't bring in my closer. At dinner I realize I could've pushed another run across if I would've bunted. Before bedtime I'm thinking about how HH has made me a big dork. A big dork who should've tried to score that runner from first base in the third inning.

The stats are really what keep you going, though. Wins and losses add up, but real baseball fans will care that, at the All-Star break, my Sammy Sosa is hitting .323, has 29 home runs and 75 RBIs. Sounds about right, doesn't it? Well to me I've absolutely earned every single hit that's contributed to those numbers. Shame is, I've thrown away at least 20 at-bats while petting the cat or talking on the phone.

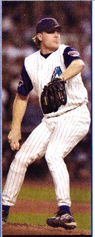
There are a few flaws, but they're overshadowed by the gameplay. If you love baseball like I do, this may be the only $50 you'll need to spend this summer.

Final Score ●●●●◐
Todd Zuniga

EVERYONE E CONTENT RATED BY ESRB
Players: 1-2
Memory Card: 2 MB

NYM 1 PHI 1 ▼2nd 0-0 1 OUT
3DO
MPH
OUT

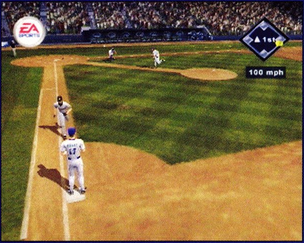
High Heat MLB 2003

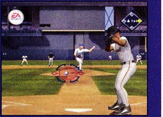


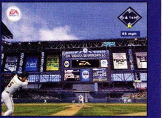
The D-backs' Curt Schilling beat his way to the 2001 World Series MVP.

Gameplay	HH looks and feels and plays like baseball. You wanted a baseball game, didn't you?
Graphics	Much improved from last year, but still under the curve. Animations need help, too.
Control	If you miss a ball at short, it's your fault. Plus, you'll love the new tuning menu.
Staying Power	Sadly, HH doesn't have a Franchise mode, but it'll grip you for a 162-game season.
Extra Modes	The 2-on-2 Showdown is fun and innovative, plus there's the Home Run Derby.
Downsides	Lack of franchise is disappointing. Plus, some might not like the cursorless batting.
Overall	High Heat is the best baseball game on the market. It's for those who pine for an afternoon at Wrigley during the winter months.

photos by Harry How/Allsport







TRIPLE PLAY 2002

A triple play: buying it, playing it, throwing it away

Publisher EA Sports
Developer Pandemic Studios
Web Site www.easports.com

Maybe it's that I'm not an ADD sufferer, or that I like baseball more than any other sport, or maybe there's some chromosome I'm lacking, but the new Triple Play is no friend of mine.

If you don't like baseball, try this game out. You'll love the variety of hits, whether it's a single up the middle, a single up the middle, a single up the middle, a home run or a home run. With TP, repetition is king! But the gameplay is the jester.

This game does more things wrong than right, starting with the player models. While the stadiums are so breathtaking it makes me wish I were at a game, it seems that the artists didn't have time left to work on the way the players look. Sammy Sosa appears to be a 15-year-old boy, while Alex Rodriguez appears to weigh no more than 110 pounds. The game's biggest stars look like little leaguers. How's that work? Last year the players might have been pudgy, but they didn't look this bad.

> **"Get with it, EA. You're so far behind High Heat it's like you're playing in the minor leagues."**

As for the A.I., I'd like an explanation. After a two-out ground ball to third my runner on first base took a step toward first before jogging to second. Huh? What? Why?

Oh, here's something I can't get enough of: **The fielders move like they're jogging through drying concrete**, and when they finally get the ball they pause for no reason at all.

There is one innovation that gets lost in this mix, and it's an innovation I don't even like. After the ball is batted, the swing is instantly replayed from a camera above the field so you can see where the ball's hit. Nice, but unnecessary.

Announcers Bob Costas and Harold Reynolds are the game's saving grace, and I can only feel bad that they got suckered into this project.

If you're a baseball lover, I recommend renting this on a Saturday spent with baseball-loving friends. You'll all be so amused, you'll be howling.

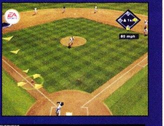
Get with it, EA. You're so far behind High Heat it's like you're playing in the minor leagues. I feel like I should apologize to Bud Selig for having played it.

Final Score ●●
Todd Zuniga

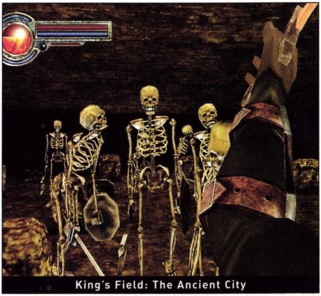
Triple Play 2002

Gameplay? It's so flawed, Englishmen will start to falsely understand our pastime.	Gameplay
The player models may look like young teens, but the stadiums are exquisite.	Graphics
This game seems like it could play itself, because the control is so non-existent.	Control
I dare anyone to play a 162-game season. How many singles up the middle is that?	Staying Power
Home Run Derby's the long and short of extras. Fun for parties, maybe.	Extra Modes
There's no real rhyme or reason to hitting the ball. It's just a physics-less slugfest.	Downsides
It's good for two groups: those scouting for their next baseball roadtrip, and those who have no interest in playing a baseball game.	Overall

Luis Gonzalez's game-winning hit won the World Series for Arizona.



EVERYONE E
Players: 1-2
Memory Card: 157 KB



King's Field: The Ancient City

King's Field: The Ancient City

Publisher Agetec
Developer 3DO
Web Site kingsfield.agetec.com

"Even the skeletons look bored!"

I was just a few hours into the latest King's Field game—the first on the PS2—and I'd been whining incessantly about how numbingly dull it is, when Joe Rybicki wandered by, paused for a moment to watch, muttered that statement, and quickly ducked away.

How right he is!

In fact, that's the defining trait of The Ancient City: It's tedious, wearisome, dreary, slow, stiff, flat and monotonous...in other words, **it's an utter bore**.

Which, unfortunately, is what I expected. The King's Field games have never been very exciting. They were, however, innovative—at least when they first appeared on the PlayStation years ago—because they offered a unique RPG experience. Fully 3D and played out from a first-person perspective, these action/RPGs were a far cry from the traditional turn-based fare. But since then, the gameplay hasn't evolved one iota. Still the same slow-as-molasses arm swinging through the air, desperate to hit the enemy at hand. Still the same **inane combat system**, where you move in and out, or circle around a foe, over and over and over, trying to get a hit in while avoiding blows (believe me, it's a lot more tedious than it might sound). Still the same trudge through dark dungeons at a too-slow pace, constantly back-tracking, in search of the next piece of some obscure puzzle.

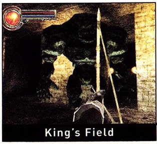
And yet, Ancient City has an odd way of sucking you in. Once you adjust to the geriatric pace and give in to the painful chore of combat, once you get past the initial period of quick deaths and aimless wandering, you might just find yourself inexplicably curious about what lurks around the next corner. I know I did. **The game has an undeniable atmosphere** (despite the blah gray/brown color palette), along with an insidious charm that compels you to creep ever forward, fighting back the boredom to slog your way farther into Ancient City's gloomy world.

King's Field fans (all 12 of you) know what I'm talking about. For the rest of you, if any of this sounds interesting, you're better off renting it before you commit to a tour of the Ancient City.

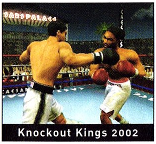
Final Score ●●
Gary Steinman

TEEN T
Players: 1
Memory Card: 150 KB

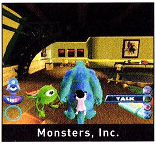
King's Field



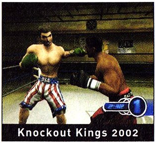
King's Field



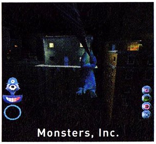
Knockout Kings 2002



Monsters, Inc.



Knockout Kings 2002



Monsters, Inc.

Knockout Kings 2002

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

I have to admit that I expected the new Knockout Kings to feel like the old Knockout Kings. It's not a series that has changed much in the last few years. Until now. This version is somewhere between the over-simulation of recent KKs and Ready 2 Rumble. The characters are all bright and shiny and just a touch cartoony. Just enough to make you look at it and go, "Hmm, that looks really good." But not enough so you say, "Wow, another guy with an afro."

Unfortunately, the boxing isn't as solid as the graphics. It's more fun than in years past, but **the collision detection is way off**. Worse yet, the instant replays make this *really* noticeable. Sometimes my big knockout punches seem to blow the guy down instead of actually striking him.

The rehabbed Career mode got my attention, though it's nothing new. First, you're introduced to some jerky wiseguy who plans on managing you. It's a frivolous addition, but you actually gain a fondness for Luigi, or Tony, or Pauly or whatever his name is. But he's got a short fuse, which is a nice surprise. If you lose more than three matches, he kicks you to the curb.

This new KK is **faster, brighter, smoother and it's a lot of fun**. It's got moxie, kid. If you're in search of a boxing game that'll hold your attention, this one's a KO. After all, what else are you going to buy?

Final Score ●●●●
Todd Zuniga

TEEN T
Players: 1-2
Memory Card: 70 KB

Monsters, Inc.

Publisher Sony CEA
Developer Kodiak Interactive
Web Site www.playstation.com

Unlike last year's PS one version of Monsters, Inc. that featured Mike and Sulley in an all-new adventure, this new PS2 game follows the movie exactly as it happened. And as huge fan of the film, the idea of playing it out in real time sounded pretty cool—which it was. Well, for a while at least.

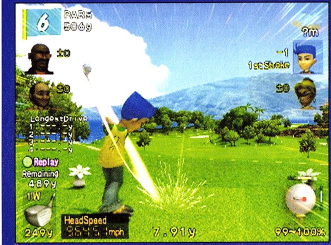
You see, Monsters, Inc. is **pretty much your standard platformer**, filled with items to collect, platforms to jump across, and characters to interact with. And it does a solid job with all of that stuff—even the occasional puzzles are fun. It's just that because the game makes use of the movie's storyline, the actual missions and objectives are kept rather basic. Much of the time is spent just hunting down specific items, not to mention Boo, who never seems to sit still. It just feels uninspired, not to mention that it's over too soon.

The entire package seems like it could have used a little more polish, too. The graphics are crisp, yet the characters just didn't look as good as I thought they would. And the voices, while accurate to the characters, seem quirky and disjointed. Also, the movie clips seem to cut off too early and often don't even set up the gameplay that well. And unlike the movie, there's no humor to be found here.

It's still a solid game, but the movie tie-in doesn't really make it any more worth the purchase.

Final Score ●●●◖
Sam Kennedy

EVERYONE E
Players: 1
Memory Card: 149 KB



12
PAR
Total ±0

HOT SHOTS GOLF 3

It's all about the multi

Publisher Sony CEA
Developer Clap Hanz
Web Site www.scea.com

There's really only one way to play Hot Shots: multiplayer. Sit down with a foursome and you'll find a level of intensity and enjoyment that the single-player mode can't hope to match. With that in mind, we figured the best way to review Hot Shots Golf 3 was with a similar foursome format. The participants: Todd "Zeus" Zuniga, Gary "Lin" Steinman, Joe "Louise" Rybicki and John "John" Davison. Let's watch.

Joe: I loved the first Hot Shots. Loved it. So why don't I love this version? Is it because they still haven't put the mini-golf in? Is it because I don't like the characters? Is it because the interface seems clunky next to Tiger Woods 2002's elegant shot system? I don't know, and I don't like that I don't know.

John: Maybe if you didn't play with that ugly old lady with the saggy, um, everything, you'd feel more at ease with the characters? Some of them are cool. They're a bit generic, and I preferred it back when HSG2 had "famous" characters, like Sweet Tooth, but they're not that bad. There's maybe some unfortunate racial stereotyping.

Joe: Yeah, not to mention the weird religious overtones with a few of them. I really got the impression that the characters were designed in Japan to attempt to appeal to an American audience. And if you ask me, it didn't work.

Todd: Well, as a newcomer to the HSG series, I love it. I'm really into the cartoony characters and the tone of silliness. I like silliness in a game like golf because it's such a "quiet please" type of sport. Plus, as annoying as it gets in the early holes, I like being able to strategically cat-call during the final tense shots of the round so the shooter can hear John Daly say, "You're up, Shortknocker" and crack up. Yet, at the same time there are all the elements of real golf. You've got these things to consider for every shot: wind, lie, distance, club, and how high you are above the hole. Plus, it looks great.

> **"I'm no sports gamer, so for this to hook me the way it has, it must be pretty damn good."**

Gary: Here's why I love Hot Shots: multiplayer. If you've got a few buds (and maybe a few Buds as well), a multitap and a lazy afternoon, there's no better way to spend your time. I have no interest whatsoever in "real" golf, but virtual golf is one of the better video pastimes out there. And Hot Shots has always been at the top of the leaderboard for me. It's easy to play, but it's got remarkable depth and tons of replayability. You feel great when you're winning, tense when you fall behind—but either way, you always feel like you have a shot at winning. The big question, though, is whether it would keep me interested solo. I'd play a few rounds by lonesome now and then, but I think I'd get bored pretty quick. I'm also not a big fan of this crop of characters.

John: I don't think I'd be inclined to play it on my own. Sure, there's stuff to open up that gives some kind of incentive—but playing a full round of golf is a big time investment and it's not exactly fast-paced. When there's a crowd gathered, the testosterone alone keeps things zinging. Without that, though, I think I'd get bored.

Todd: Not going to play on your own? If I'm forking out $50 to buy a game, you bet I'd plan on hunkering down and playing it on my own. While some of the unlockables are ridiculous, others make it worth your time. Just unlocking the characters is enough of a good time for my tastes.

Joe: John, I'm with you on the solo-play thing. I have absolutely no desire to sit down with this game by myself. Sure, you can rack up experience and buy clubs, balls and accessories—but that's

not enough of a motivation for me. There's the online, national tournament aspect, which would definitely help once it gets rolling, but even that isn't enough to keep me coming back. That's one area that I think Hot Shots really pales next to the new Tiger—Tiger has a money-based stat-building system that kept drawing me back in.

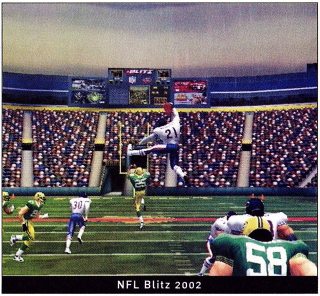
Gary: You and Tiger Woods... whatever. I'm sure it's a good game, but it's hard for me to see myself ever playing it. Hot Shots is geared for a mass audience—it's geared for me, for Todd, for you, for John, for just about anyone—and as such it'll probably be the only PS2 golf game I'd pick up. I just wish I could play with other gamers online.

Todd: With Sony dragging their feet on this online thing, I think the online tournaments are freakin' huge! I can't wait to compete against the rest of the world. Think about it: We have each other to game with on a daily basis, but this way I'll literally be competing against people around the country.

John: Ultimately it's the sense of competition that makes Hot Shots so good though, and for me, it's probably one of my favorite multiplayer sports games for the system. I'm not much of sports gamer, and neither am I a golfer—so for this to hook me the way it has, it must be pretty damn good.

Final Score ●●●●

E **Players: 1-4**
Memory Card: 1.5 MB



NFL Blitz 2002

NFL Blitz 2002

Publisher Midway
Developer Midway
Web Site www.midway.com

A few months back NHL Hitz 2002 blasted onto the PS2, and no one bought it. It was a brilliant multiplayer game that featured the three "f's": flare, fun and physical play. Blitz is in the same overmuscled, dumb-jock category where the athletes on the field are separated by steroid use rather than talent level.

Will the new Blitz go the way of critical acclaim and no sales? I hope not. The PS2 needs this kind of sports mayhem to counteract the Maddens and NBA 2K2s of the world. For every simulation element in Madden, Blitz gives you a ridiculous tackle followed by an earth-shaking leg drop.

Give this game a chance. That's all I'm asking. Right off, the graphics will grab you. **The players look sharp, the field looks brilliant,** and if you've suffered through the chop of any of the PS one Blitz games, this is your reward.

I know what you're going to say: If you've played one Blitz, you've played them all. That used to be the case, but there's actual innovation along with the graphical boost. Now there's an Impact Player on both sides of the ball. On offense this eighth man can go deep, get open, dish off, block right, or block left. On the defensive side of the ball you can have this player blitz, cover, or play safety independent of what your other defenders are doing. It may seem like a minor addition, but it really **bolsters the strategy of each play**.

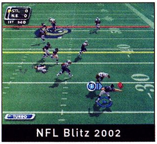
While the game isn't perfect, it's tough to find a flaw in a game that basically has no rules. Maybe the CPU could stand to make less interceptions when you're trying to come back. Sometimes it seems to ignore that it's Blitz, and the game should always end on the last possession. Alternately, **the game's most annoying shortcoming is the sloppy rosters**. I could overlook it, since attributes are relatively unimportant. But they've left out this year's Super Bowl MVP, Tom Brady. Would've been nice to have Brady at QB for the Patriots. Along with rosters, the depth isn't going to thrill anyone.

Flaws aside, this is a multiplayer dream. Arcade gamers might have a hard time adjusting to the controller, but otherwise, it's all downhill.

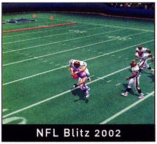
Final Score ●●●●

Todd Zuniga

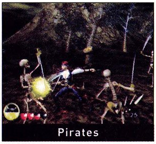
E **Players: 1-4**
Memory Card: 205 KB



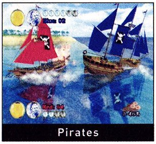
NFL Blitz 2002



NFL Blitz 2002



Pirates



Pirates

Pirates: The Legend of Black Kat

Publisher EA Games
Developer Westwood Studios
Web Site www.ea.com

It's pretty clear from her sexy outfit and heaving bosom that Westwood Studios' newest heroine, Katarina de Leon (a.k.a. Black Kat), is supposed to be your initial hook into playing Pirates—she's sort of a Lara Croft with scurvy. And this game is far from being Command & Conquer: The Buccaneer Edition.

Rather, with Pirates, Westwood breaks from the real-time strategy to offer **a high-seas adventure full of exploration and swashbuckling**...all in a tight leather outfit. Most of the action occurs as your typical third-person fare, yet, despite the occasional boring periods of straight running around (plus Kat's inexplicable ability to jump six feet into the air), it provides a solid gaming experience. Not something particularly memorable, but it's always fun to swordfight everything from pirates, to giant crabs, to skeletons straight out of *Jason and the Argonauts*.

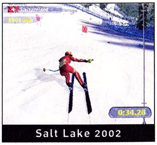
But **the real highlight of Pirates comes when you captain your upgradable pirate ship against hostile vessels**, blasting away with cannons, ramming them head-on, and even utilizing the occasional special weapon. Even better, the surprisingly solid two-player mode allows you to wage war on a friend in sea-battle form, which proves highly addictive and competitive.

Basically, Pirates is everything the name implies—booty included.

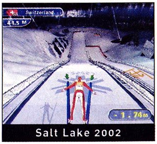
Final Score ●●●◖

Chris Baker

T **Players: 1-2**
Memory Card: 575 KB



Salt Lake 2002



Salt Lake 2002

Salt Lake 2002

Publisher Eidos
Developer ATD
Web Site www.eidos.com

Of the 15 Olympic events in Salt Lake, only six are represented in this game. That means Biathlon, Cross Country, Ice Hockey, Luge, Nordic Combined, Skeleton, Speedskating and Short Track have all been left behind. I can understand the lack of hockey, cross country and Nordic Combined. Yet the Skeleton or Luge could've helped separate this from ESPN's Winter Sports. Then again, this game doesn't have Curling. ESPN does.

Problem is, there are poorly made events within the chosen six. **The Snowboard Slalom is a framerate abomination** and, regardless of your adjustments, it controls like you're half-drunk. And you'll hate the Skiing Slalom so much that, mysteriously, it becomes tolerable.

Still, somehow, it's fun for the competitive sorts who not only understand that winning a gold takes .017 seconds less than winning a silver, but understand that .017 seconds feels like an eternity.

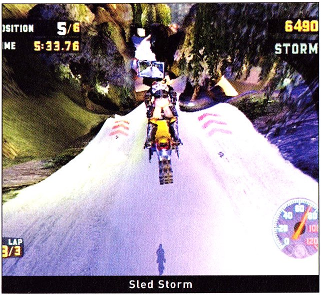
The real hook to this game, like the real Olympics, is winning medals. But there's a twist. Here **you'll try to fill up a trophy room with your loot**. There are five difficulty levels and for each level you'll try to get a medal in each event.

If you're an Olympics junkie, try renting this. But if you're in the market to buy, go with ESPN.

Final Score ●●◖

Todd Zuniga

E **Players: 1-4**
Memory Card: 71KB



Sled Storm

Sled Storm

Publisher EA Sports Big
Developer EA Sports Big
Web Site www.ea.com

I think the folks over at EA Sports Big would like to pretend that the original Sled Storm didn't exist. How else to explain the name (isn't it strange for a sequel to have the *exact same name* as the original?), or the fact that the sequel has virtually nothing in common with the original other than the fact that the mode of transportation is a vehicle that resembles a snowmobile, but isn't, quite? Having been so very into the first Sled Storm, it took me awhile to get over my disappointment that the PS2 Sled Storm is more or less simply SSX with a motor. But thankfully, once I did get over it I discovered that there's a reasonably solid game here.

But don't expect an experience on par with SSX. Sled Storm, fun though it may be, isn't even in the same league. Yes, the graphics are great; and yes, the track design is interesting, with **a mind-boggling array of shortcuts** and a staggering number of heart-in-your-throat plunges. But this is a much simpler, straightforward racing game, without anything approaching the depth of SSX.

One nice addition is the Rival Challenge, which allows you to amass a collection of your opponents' sleds by taking them on one by one. But that's about it in the realm of extras. The **severely limited trick selection** is pretty disappointing, as is the removal of the part-by-part sled upgrade system.

I must also bemoan the switch from the realistic course design of the original to the crazy, arcadey SSX-style tracks in this version. The original had a great balance of realism and arcade fun. Now it's all speed: It's faster—oh yes, *much* faster—and perhaps more exciting, but also much shallower.

I'm also not a fan of the auto-catch-up feature: No matter how well you do, the enemy is always *right* behind you. You can race nearly an entire course flawlessly, but if you wipe out right before the finish line, chances are you'll end up in last place. That's more frustrating than it is fun.

But don't get me wrong—this is **an entertaining game with some real character.** I just feel that the lack of depth makes this best as a rental, and with the SSX pedigree behind it, that's a disappointment.

Final Score ●●●◐

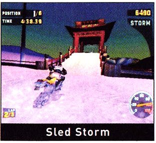
Joe Rybicki

EVERYONE E CONTENT RATED BY ESRB

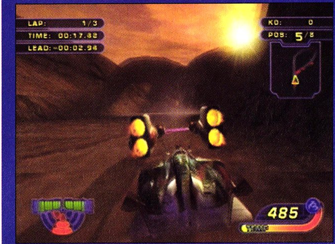
Players: 1-2
Memory Card: 94 KB

POSITION 1/6
TIME 2:57.16
1613
9600
STORM
HEARTATTACK
LAP 3/3

Sled Storm



Sled Storm



STAR WARS RACER REVENGE

The Fast and The Furious in space

Publisher LucasArts
Developer Rainbow Studios
Web Site www.lucasarts.com

What is it with the latest batch of Star Wars creatures, huh? They've always been a bit wacky, but the pilots featured in the Podracing scene are particularly bizarre. If you've seen the extra bits on the *Episode I* DVD, you've no doubt seen some of the weirder character designs and will have your own opinions as to whether they look ridiculous or not. That said, the scope of characters on offer here vary from the obvious, like Sebulba and Anakin, to gangly multi-limbed monstrosities whose names you'll never be able to remember.

IT BEGAN ON N64

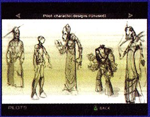
Those of you with broader tastes than just PlayStation games will no doubt remember the original Racer which started life on the N64 back in 1999 when *Episode I* first hit theaters. Considering the limited technology the system had compared to the PS2, it was a remarkably fast and addictive game which received considerable critical acclaim. Later, the game was ported to Dreamcast, PC and Macintosh where it got a serious makeover with better graphics and a dramatically improved framerate.

As well as these home versions, you may also have come across an arcade unit shaped like Anakin's Pod from the first movie. Despite looking very much like the home game, this was in fact an entirely different product, and arguably wasn't as good as the LucasArts developed game.

Crazy characters aside, this is **a damn fine game that captures the spirit of the Podracing scene in the movie remarkably well.** Set eight years after *Episode I* (that makes it two years prior to *Episode II*), it sees Anakin as a teenager who's clearly well into his Jedi training. Aside from the timing, there really isn't any point in discussing any of the back story to the game as ultimately it's pretty irrelevant. All we need to worry about here are Pods, and racing.

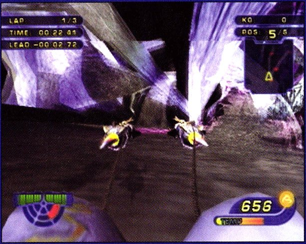
If there's one thing that leaps out immediately when you start playing this, it's that it really is quite remarkably fast. **The gorgeous scenery screams past at absolutely phenomenal speeds,** and is supplemented by some really wonderful effects that add to the whole sensation. Pods kick up dust behind their engines as they hurtle through the desert, leaving trails across the landscape. Every texture of every scene has a real sense of solidity and realism to it. Water ripples and sprays as you'd expect it to, forests and jungles look lush and populated.

As you progress through the championship mode of the game and start to win races and earn money with which to mod your Pod, things start to get even more exciting. If you thought things were moving pretty quickly in the early stages, once you've upgraded your engines a few times, things will be moving so quickly that you'll start to wonder if you're actually reacting to the graphics, or if indeed some kind of "Force" really does exist with which you can control the game. Pods are pretty damn quick, and once you learn how to tactically use their turbo-boost feature they go even faster, blurring the graphics on screen with a suitable sense of drama.



If all the speed isn't enough to get your adrenal gland pumping out the juice like crazy, there's even more to the gameplay: gambling and combat.

The oddly loveable Watto plays a big role in the proceedings and acts as a hub for buying upgrades, while also being the center of the betting ring. If you



perform well, he'll increase your earnings. Usually what he wants to see is some good old-fashioned destruction out on the field so that he can supplement his spare-parts supply. This requires a change of tactics on the course if you're to go along with it, and balancing placement within the field with ramming your opponents out of the race can become quite a challenge. Soon you'll find yourself trying to think about four things at once: keeping a good racing line, managing the temperature of your turbos so the engines don't overheat, ramming into the other Pods, and trying to keep the repair systems working before you explode. Imagine doing all of this stuff at about a zillion miles per hour through narrow twisty passageways and you'll have a rough idea of how tense things can get.

"You'll start to wonder if a) you're some kind of racing god or b) there's something wrong."

Fortunately, the raw guts of Revenge are pretty damn good. **The control system is especially solid** and you'll find yourself becoming extremely familiar with the game very quickly. Keeping everything going and managing to win some races is actually a lot easier than you may first think. In fact, **if I have any complaint about the game, it may be that it's actually a little bit too easy.**

If you're at all proficient with any kind of racing game, you're probably going to take to this like a fish to water—and for the first two-thirds of the championship mode, you'll start to wonder if a) you're some kind of racing god or b) there's something a bit wrong with the game. The last few races slap you about with a full-on reality check though, and it starts to get quite hard.

Incentives for winning races are many and varied. There are a ton of unlockables which are a great incentive to play through the game multiple times. Finish championships with different characters and others open up with quite obvious benefits (people with the word "Darth" in their names, for example). Achieve gold medals in certain races and bits of game trivia open up in a gallery of sketches. There's a constant sense of achievement and unlike many sci-fi-themed racers, it doesn't get old as it **always manages to stay so exciting and fun.**

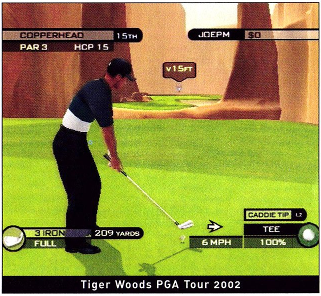
It may well be the best Star Wars-themed game on the PlayStation 2 so far.

Final Score ●●●●◖

John Davison

ANAKIN SKYWALKER
ACCELERATION
TOP SPEED
HANDLING
DEFENSE
REPAIR
COOLING
SELECT CAREER
RESET CAREER
BACK
CONTINUE

Players: 1-2
Memory Card: 179 KB



Tiger Woods PGA Tour 2002

Tiger Woods PGA Tour 2002

Publisher EA Sports
Developer EA Sports
Web Site www.ea.com

I'm sure I'm going to get a lot of flack for this. My esteemed colleagues (see Hot Shots Golf 3 review, p. 104) already think I'm off my rocker. But here it is: I love Tiger Woods 2002. Love it. In fact, I like it quite a bit more than Hot Shots Golf 3. Now, I know what you're probably thinking right now: You're probably thinking I'm a golf nut, who's been dying for that perfect golf sim to wile away the hours between my trips to the links. If you're thinking that, you're wrong. I've never played a real game of golf in my life. I know it may be hard to believe, but EA Sports' newest golf outing is **a surprisingly arcadey experience**. It's fast, simple, sensible and more fun than you can shake a three-wood at.

The greatest thing about this game is the shot interface. Doing away with the now-standard triple-tap golfing interface used by Hot Shots, Tiger employs a far more sensible, intuitive scheme to hit the ball. You pull back on the right analog stick, and then push forward. As you draw the stick back, your golfer draws his club back in kind. Want less power? Pull back more gently. Want to perform fancy fade or draw shots? Pull back at an angle, and push forward at a corresponding angle. **It makes such good sense that I'm amazed no one's tried it before now.**

The putting interface, sadly, isn't quite so sensible: You have to rely on "caddy tips" to guess where to aim the ball and how hard to hit it; there are no visual indications of the slope of the green or your distance from the hole. But it doesn't take too long before you'll get a feel for what's required.

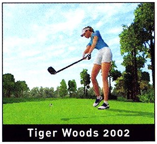
Also of note is the **almost RPG-style golfer-development system**. You win money in PGA tourneys, in "skins" games, or just for making particularly good shots, and you use that money to buy upgrades to your character's stats. It adds a real motivation to keep playing, and the sharp graphics and slick presentation don't hurt, either.

One big caveat: The unique interface, though extremely logical, will take a bit of getting used to for those familiar with other golf games. But once you have, it's going to be tough to tear yourself away. Give it a try.

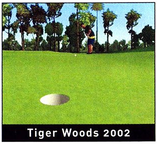
Final Score ●●●●

Joe Rybicki

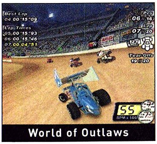
Players: 1-4
Memory Card: 65 KB



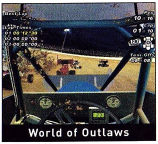
Tiger Woods 2002



Tiger Woods 2002



World of Outlaws



World of Outlaws

World of Outlaws: Sprint Cars

Publisher Infogrames
Developer Ratbag Games
Web Site www.infogrames.com

Sprint-car racing is a niche sport. Even NASCAR fans tend to turn their noses up at it. It's too bad, because for anyone who's into oval-track racing, this is an exciting sport. **Racing on dirt means learning to drive all over again**, making for some real nail-biting action.

And Ratbag's managed to capture all that with World of Outlaws. As you wrestle your car through the curves, you feel like you really are sitting in a sprint car, sawing at the wheel and trying to dodge your opponents. Plus the different cars and tracks really do have an effect on how you run each race.

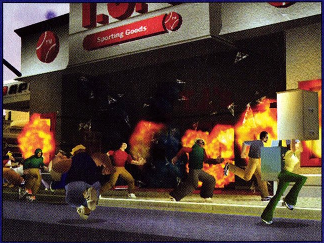
The part that really pulled me into Sprint Cars, though, is the **very cool Career mode**. A host of decisions face anyone who competes in a local racing series, and this game re-creates those situations wonderfully. As you earn money, you can travel farther distances to compete. The question then becomes: Do I stay near home and compete in the local league to maintain my points standing? Or do I travel farther and compete in the top series on the hope that I'll make the A Main (the feature race) and place well enough to earn major cash? Yeah, it sounds a little overwhelming. But trust me, it's very involving once you get into it.

So even if you're not a dirt-racing fan, at least give Sprint Cars a shot. It's a solid little game.

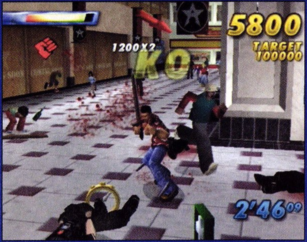
Final Score ●●●●

Greg Sewart

Players: 1-2
Memory Card: 313 KB



AND WHY IT ISN'T SO I



STATE OF EMERGENCY

Your mother wouldn't approve

Publisher Rockstar
Developer Vis Entertainment
Web Site www.rockstargames.com

It's probably fairly safe to assume that a lot of people have been really looking forward to this game. By virtue of the now achingly cool Rockstar brand, folks are associating the publisher with the awesome Grand Theft Auto III, and consequently anything contentious that may come along is also painted with the same brush.

Just in case you were wondering, State of Emergency is nothing like GTA3. It has very little in common with the exception of a contentious theme and an M rating. **Grand Theft Auto III is possibly the coolest game ever made. State of Emergency isn't.**

Ignoring all the hubbub about it that's focused on the completely over-the-top violence, at its heart it's a technically impressive game which suffers terribly at the hand of some dreadful design issues.

In case you've been living on Mars for the past couple of months, the premise of the game is pretty well-known. There's a riot going on. The population is rebelling over the power of an all-controlling Corporation, and all hell is breaking loose. With you as a member of "The Revolution," the meat of the game is a series of 185 missions spread through four huge locations in which you perform tasks for the leaders of the rebellion, most of which involve beating your way through the Corporation's troops to help protect an individual, catch a bad guy, or steal some kind of object.

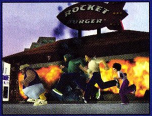
NEWS
CAPITOL CITY MALL
PRESS ○ TO SELECT A MAP
PRESS △ TO GO BACK

So far, so good. **The premise is interesting**, and the fact that there are always hundreds of people running around makes for a very different-looking and unusual-feeling experience, but that's where the cool stuff ends.

Many of us have a dirty little secret that only reveals itself when we're playing through a really frustrating game in solitude. I know there are loads of you out there...you know who you are, you're the secretly "angry gamers." You're the folks who really can't stand games pulling stupid tricks over and over again. You hate it so much, that you just flip out and start yelling, or worse, punching things like walls, or TVs, or Dual Shocks. If you have even the slightest inclination to ever make this Incredible Hulk-like transformation, do yourself, your personal belongings and your blood pressure a favor and steer well clear of this game.

Consider for a moment the following mission. It's pretty early in the game, but it's the first time that you'll want to hunt down the developers of this game and force them to experience the same kind of anguish it's putting you through. It's a really simple mission: Rendezvous with a hacker, protect him, take him to a location, defend him while he does his hacking and then escort him back to where you picked him up. Sounds easy, huh? To start the mission, you have to meet up with the rebel operative who hands out the missions. Once he's told you what to do, you run through the crowds at the shopping mall (where the first quarter of the game takes place), find the guy you're after, and start to escort him. Beating off the first few guards isn't really a problem, but when you get the hacker to his destination, you have to beat off hordes of guards who pile in to attack. If even one of them manages to sneak past you and get into the room where the hacker is working, the mission is over. This will happen a lot. When it does, you have to run back to the guy who dishes out the missions, then run to pick up the hacker again and then go through the whole thing again. When you've suffered through this about 20 or 30 times, **I swear the air will turn blue from the amount of swearing I guarantee will be coming from your lips.** The word "frustrating" doesn't even begin to describe it. Factor in an atrocious camera system that often makes you lose track of whatever you're doing at a vital moment, and you're likely to completely flip out long before approaching the more interesting levels found toward the latter half of the game.

> **"The word 'frustrating' doesn't even begin to describe it."**



Fortunately, there's some release from the frustration in the shape of the more chaotic modes where you just beat the crap out of everything, and these are **much more in tune with the old-school Final Fight-style vibe** to which the game lends itself. This is definitely something where you can pick it up, go crazy for 10 or 15 minutes, laugh at the extraordinary violence that you just instigated, and then go and do something else. Think of it as a release, a type of therapy, and you'll enjoy it much more.

Put it this way: If this game were composed of just the missions, it would have received a much lower score.

Final Score ●●●

John Davison

Players: 1
Memory Card: 154 KB

THE OFFICIAL GUIDE

If you're tempted to invest in the official strategy guide for State of Emergency, let me save you some cash and sum up what's said in just a few sentences. First...while playing Revolution mode, make sure you complete the mission objectives. The guide is quite careful in rewording exactly what the game has already told you to do in simpler language. Second, complete the tasks quickly because, after all, you may not have already noticed that many of the missions are time-sensitive. Keep an eye out for enemies too...apparently that's sage advice worthy of the $12.99 asking price alone. Honestly, I really wouldn't have thought of that all by myself.

It does occasionally offer some good advice on where bad guys are going to spawn, but most of the info you'll already know if your brain is vaguely working. Don't waste your money.

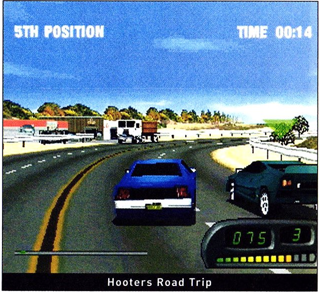
Final Score ●

SEVEN UNCONNECTED THOUGHTS I HAD WHILE PLAYING STATE OF EMERGENCY

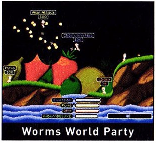
1. Beating someone to death with a severed head or chest cavity does, on occasion, illicit cheers from people watching.
2. MacNeil looks like Gary Steinman crossed with Popeye.
3. The combat with guns is even more frustrating than that in Grand Theft Auto III. Imagine how it would be *without* targeting.
4. In the mall, where are all the people carrying TVs coming from? None of the shops have their windows broken until I break them.
5. Why don't the bad guys notice the resistance guys who are just standing there all the time?
6. The people who will enjoy this the most are the people who aren't allowed to go into a store to buy it.
7. Tenacious D's "City Hall" would've been great for the soundtrack.

Digimon Rumble Arena

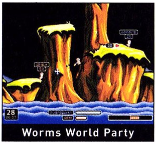
Digimon Rumble Arena



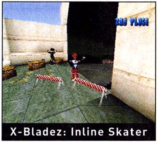
Hooters Road Trip



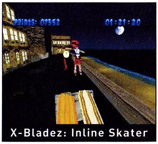
Worms World Party



Worms World Party



X-Bladez: Inline Skater



X-Bladez: Inline Skater

Digimon Rumble Arena

Publisher Bandai
Developer Bandai
Web Site www.bandaigames.com

For anyone who's ever seen the Super Smash Bros. series for the N64 or GameCube, here's a complete ripoff, just using the Digimon characters. Which I guess is pretty cool, since there's no chance in hell we'll ever see the Nintendo franchise on the PS one—except that this game lacks the polish that has made the Smash Bros. series so fun and well-liked.

For example, Rumble Arena is **riddled with some clunky and stiff gameplay** that can lead to plenty of button mashing. Also, there's little balance among the different Digimon characters in the game, leading to some eventual cheapness. The good news, though, is that the game's target audience—younger players who are likely into the Digimon characters—are not going to even notice. Or care.

Nope. Instead, they're just going to have a blast with the game's **really cool multi-level environments** that are filled with power-ups, and the characters that can evolve into super-forms as the matches proceed. It's really accessible to just about anyone and it's especially cool as a two-player game. There are also some secret characters and stages to unlock, which definitely add to the fun.

What it all comes down to is that this is actually a *fun* Digimon game. And for anyone who's played any of the previous titles, you should know that's saying a lot.

Final Score ●●●◖

Sam Kennedy

Players: 1-2
Memory Card: 1 block

Hooters Road Trip

Publisher Ubi Soft
Developer Hoplite Research
Web Site www.ubisoft.com

Stop for a moment and reread the name of this game. Savor it. Allow it to sink in. Hooters. Road. Trip. Visualize all the connotations of such a license. Are you visualizing? Wait, where's your other hand? Oh gross, stop. Stop visualizing immediately. You naughty, naughty boy.

For your penance, you will be forced to play this **horrible joke of a driving game** for a week straight. You'll be forced to watch the short, grainy, ridiculous videos of women in tight, white tank tops and orange hot pants. You will be forced to endure a driving engine that resembles nothing so much as Sega's arcade classic OutRun. Except OutRun looked better and was a heck of a lot more fun. And it came out in 1986.

The structure of the game is as follows: You are sent off on a "road trip" from Ft. Lauderdale, Fla., by a Hooters girl. You drive for a few minutes. You reach the finish line. You watch a four-second video of another Hooters girl welcoming you to Jacksonville. You drive a few more minutes. You watch another four-second video of yet another Hooters girl welcoming you to Georgia ("y'all"). Then four Hooters girls in bikinis tell you where you placed. Oh, you might win a new car occasionally, and the scenery might change a bit, but let's be honest here: **This game was created for the cheesecake, and the cheesecake alone.** Don't bother unless you're desperate.

Final Score ◖

Joe Rybicki

Players: 1
Memory Card: 1 block

ROUTE
66
RIDERS
MOTORC
REN

Hooters Road Trip

Worms World Party

Publisher Ubi Soft
Developer Code Monkeys/Team17
Web Site www.ubisoft.com

Anyone who's played a Worms game knows that beneath its cute facade of warring armed invertebrates lies some truly excellent 2D turn-based strategy. That hasn't changed for World Party, the first PlayStation Worms title in more than two years. In a way, though, the lack of change is for a reason: **The game is essentially the same as Worms Armageddon**, only with a few differences.

Mainly, World Party just features more things to do in single-player mode. Having more training missions means that you'll stand a better chance in the standard ones ahead, which also come in greater quantity. In a way, these missions qualify as more of a puzzle game, as you often need to figure out the one and only way to succeed. It's easy to get hung up on a level for as long as an hour, as you scream to yourself, "I know I can do this!"

But then you'll start thinking, "Nobody likes me, everybody hates me, I'm gonna eat...one of these guys," when you realize that you're all alone, not playing Worms the way it's meant to be played—in multiplayer. With as many as four teams of four armed annelids apiece—each equipped with everything from bazookas and cluster bombs, to explosive old women and sheep—up to 16 people can play. If you can get around the **semi-steep learning curve**, multiplayer gaming rarely gets better.

Final Score ●●●●

Chris Baker

Players: 1-16
Memory Card: 3 blocks

X-Bladez: Inline Skater

Publisher Crave
Developer Vision Scape
Web Site www.cravegames.com

If you've spent any time playing Tony Hawk, SSX, Dave Mirra or any of the even moderately competent extreme-sports games on the market, don't even bother reading on. Seriously, go read something else; **this game will offer you nothing but comic relief**, and that's not even worth the $10 you'll drop on it. Now, for the rest of you...hey, where did everyone go?

That's sort of the problem, isn't it? You can buy a Tony Hawk PS one game for $20 new, and any of those offer so much more than this sorry excuse for an extreme-sports game. Heck, even Razor Freestyle Scooter blows this stinker out of the water. Don't believe me? Do you remember the string of "Xtreme" titles that 989 published a few years ago? You know, 2Xtreme, 3Xtreme—the games that were basically straight shots downhill, where you would take your choice of extreme equipment on a ridiculously narrow course with weird obstacles and jumps? Well, those games were significantly better than X-Blades. *Significantly.*

I think the idea was to create a simple game for kids, but it's not even that simple. In fact, it's much harder to pull off tricks in this game than in any other extreme-sports title I can think of. This feels like yet another attempt to lure unwary shoppers with a cheap price and a hot trend. Don't be fooled—or you'll surely regret it.

Final Score ◖

Joe Rybicki

Players: 1
Memory Card: 1 block

IN THIS EDITION

Welcome to Replay, *OPM*'s newest section. We've blended our top-flight strategies with our review archive to make a comprehensive gaming bible. In Replay you'll find old scores, new tricks and plenty of ways to get the most out of your PS2 and PS one games.

This month we feature all of the best fighting games from both systems, to coincide with our brilliant cover story.

Another one of our major coups was getting maps for GTA3. If you haven't found all of the hidden packages, you soon will. We'll hold your hand every step of the way.

SSX Tricky fans: looking for even more shortcuts? As a follow-up to last month we deliver three more levels.

Tell us what else you want to see in Replay on the *OPM* Message boards www.playstationmagazine.com or E-mail us at opm@ziffdavis.com.

SECRETS **REVEALED**

PS2 Games

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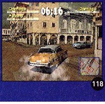

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SPECIAL **FEATURE:** FIGHTING GAMES

With fighting games making a monster comeback we show off tricks for some of our favorite fighters on both systems.

GUILTY GEAR X

Still can't figure out how to unlock Kliff and Justice? Check out our tips on pg. 111 and you'll be on the fast track.

TEKKEN 3

If you've got Tekken fever then there's no better time to unlock Gon, Ogre and Panda. We give you the lowdown on pg. 115.

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ① indicates it's rank in the top 30 selling games.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
㉕ Ace Combat 04: Shattered Skies	Namco	●●●●◖	51

You want bonus options? Well, we've got your bonus options right here. If, say, you've successfully completed all 18 missions and saved the game. After that, load the saved game to unlock the following new options:

Special Continue

Allows the entire game to be replayed with new fighters and weapons, along with the cash you pulled down from the first run.

Free Mission

Allows any mission to be played at your discretion.

Trial Mission

This'll let you play the game in either score attack or time attack modes. On a trial basis, of course.

Game	Publisher	Score	Issue
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Airblade	Namco	●●●●	53
Aqua Aqua	3DO	●●	42
All-Star Baseball 2002	Acclaim	●●●◖	45
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
⑯ Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51

Tired of yawning through Wrath of Cortex? We guessed as much. That's why we hit a couple of trick home runs with the following.

Pining for extra lives in Antics-Arctica

After you've pounded on the second Boss and have acquired the limitlessly fun Double Jump, try jumping on the heads of those fantastically woolly woolly mammoths. The good news: You don't have to wait for the bazooka. The other good news: You'll be granted an extra Crash life every time you ruin a woolly mammoth's day by jumping on top of one.

A hop and skip of the time trial

On the Wizards and Lizards joy-fest you'll have a better time of things if you hit the clock at the start of the level to begin the time trial. From there just press Select. You'll, quite happily if you're having trouble, warp to the end of the level. Better yet, you'll earn the undeserved Platinum Relic.

ENTERING TIME TRIAL

Jim locations?

If you're looking for a fellow named Jim, you've got the wrong idea. We only know where to find the Gems. So, to get these *Gems* jump onto the Skull and Crossbones and find your way to the very end. Red Gem: Crash And Burn, Green Gem: Wizards And Lizards, Blue Gem: Arctic Antics, Yellow Gem: Gold Rush, Purple Gem: The Gauntlet

Game	Publisher	Score	Issue
Crazy Taxi	Acclaim	●●●●	46
Dark Angel:			

Game	Publisher	Score	Issue
Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Devil May Cry	Capcom	●●●●●	50
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam Int.	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN NBA 2Night	Konami	●●	42
ESPN National Hockey Night	Konami	●◖	45
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Skateboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Deep Space	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
② Final Fantasy X	Square EA	●●●●●	53

You want Yojimbo? You got Yojimbo!

This secret summon isn't all that useful, and he charges a steep fee for his services. You'll find this elusive samurai lurking in a forgotten cave between the Calm Lands and Mt. Gagazet. Take the NE exit from the Calm Lands, but rather than walking across the second bridge, go under it. You'll find a mysterious cave packed with monsters. At the heart of the cave you'll encounter the tortured spirit of a fellow summoner. She'll summon Yojimbo to fight you, but he's a total breeze to kill. Afterward, Yuna will enter the Fayth. However, unlike most Aeons, Yojimbo will not join the party for free. He demands payment of 300,000 gil. It's possible to argue his price down to 250,000 if you're strapped for cash. Yojimbo has no overdrive, cannot cast spells, and will not allow you to control him. Yojimbo demands gil to attack. Hand over one gil and he'll attack with his dog, Daigoro, or do one of his sword strikes. If you give him a lot of gil, he'll break out Zanmato, a violent decapitation move.

Exceed 9999: Equipping Auron's Masamune allows Yojimbo to exceed 9999 damage.

What good is Yojimbo without the Magus Sisters?

Final Fantasy X's best summon features the return of Cindy, Sandy and Mindy, the Magus Sisters from Final Fantasy IV. Back in the day, these gals were nefarious bosses, but now they're fighting on the side of good. No other Aeon can match the raw power of these ladies. However, recruiting these chicks requires gobs upon gobs of work. First, capture one specimen of each monster roaming the Calm Lands and Mount Gagazet. Return to the trainer in the Calm Lands to receive a small prize. Once all 21 of these critters are in the bag, head to the southeast corner of the Calm Lands on a chocobo. You'll see a yellow feather on a ledge. Investigate the feather and you'll jump to a hidden ledge. Disembark from the bird and walk to the Remiem Temple. Yuna must now face off against the Aeon trainer against every Aeon she possesses. You can heal between bouts, so it shouldn't be much trouble. Eventually, you'll win two items that will open the nearby door to the Fayth of the Magus Sisters. On the way out, you can challenge the Aeon trainer one last time for a special item. She calls the Magus Sisters, so using Anima is your best bet.

Controlling the Sisters: You can't directly control the actions of the sisters. Each one has options such as "Help Each Other," "Go, Go," and "Do As You Will." Choosing these general categories affects what actions they will take. Fighting commands are generally the best choices, but healing and defensive strategies work well in longer boss encounters. If one of them does something really great, choose "One More Time" during the next round to repeat it.

Special Attacks: The girls will randomly perform these moves when issued the "Fight!" command.

Cindy—Camisade—This hydro-powered body slam hits hard.

Sandy—Razzia—Want to do 99999 damage? Try this.

Mindy—Passado—Multiple stinging shots fly from her behind.

Overdrive: *Delta Attack*—If the Overdrive meters of all three sisters are full, tell them to "Combine Your Powers" to dish out the Delta Attack. Like any good FF final summon, it's obscenely long, quite beautiful and totally deadly.

	Game	Publisher	Score	Issue
	Formula One 2001	Sony CEA	●●●◖	50
	Forever Kingdom	Agetec	●◖	53
	Frequency	Sony CEA	●●●◖	52
30	**Frogger: The Great Quest**	**Konami**	●◖	**53**

Avoiding the little fishies

Somehow people are buying this ridiculous game. Look, folks, Frogger *was* great. But that was over a decade ago. Anyhow, if you simply must have a trick, here's one:

When a fish is chasing you in a pond or a stream or wherever, do your best not to look back. Just keep looking forward and miracle of miracles, you'll lose them after a short while.

	Game	Publisher	Score	Issue
	Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
	Gadget Racers	Conspiracy	●●●◖	50
	Gallop Racer	Tecmo	●●	48
	Gauntlet: Dark Legacy	Midway	●●●◖	46
	Giants: Citizen Kabuto	Interplay	●●●◖	51
	Gitaroo-Man	Koei	●●●◖	53
	Godai: Elemental Force	3DO	●◖	54
	Gradius III and IV	Konami	●●◖	39
12	**Gran Turismo 3: A-spec**	**SCEA**	●●●●●	**46**

We bring you this trick from reader and GT3 expert John Damiani (john_damiani@hotmail.com) of Toronto, ON.

If you would like to break the 1,000 mph barrier, here's my setup: **Tires:** Racing Super Soft F&R **Suspension:** Spring Rate: 4.0 F&R **Ride Height:** 75 F&R **Shock Bound/Rebound:** L7 all around **Camber/Toe Angles:** All at 0 **Stabilizers:** L3 F&R **Brakes**: Brake Balance- L1 F&R **Drivetrain:** Limited Slip- Initial at 5/5; Accel at 60/60; Decel at 5/5 **Gear Ratios:** Bring the auto setting to 48; then bring the final gear to 2.798; finally, set the individual gears as far to the left as possible. You should be left with: 1st 4.604, 2nd 2.888, 3rd 2.014, 4th 1.485, 5th 1.157, 6th 0.875, 7th --- FIN 2.798 **Other:** Downforce - 0.38 front/1.08 rear, ASM/TCS: 0, VCD: 10% **NOTE:** Any car with an adjustable downforce (this is a must) and high horsepower can pull off a wheelie with this formula. Remember to go the opposite direction during the speed test so you can circle the track indefinitely.

	Game	Publisher	Score	Issue
1	**Grand Theft Auto III**	**Rockstar**	●●●●●	**52**

Grand Theft Auto III isn't just a game. Well, yes it is, but it's an experience, too. If you want to cheat your way through, we guess it's our job to let you. But show a little pride, stiffen that upper lip, and try really, really hard to beat it without cheats first. Pretty please. If you do use these, keep in mind that a message wil appear if you've entered them correctly. Also, there is no invincibility. So be prepared to re-enter these early and often.

Full health

While playing a game, press R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up. Consequently, if you're in a situation where your vehicle is on fire, enable this code to extinguish it.

Full armor

While playing a game, press R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

All weapons

While playing a game, press R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up. Repeat this code for more ammunition.

	Game	Publisher	Score	Issue
	Grandia II	Ubi Soft	●●●◖	53
	Guilty Gear X	Majesco/Sammy	●●●●	52
	Gungriffon Blaze	Working Designs	●●●◖	39
	Half-Life	Sierra	●●●●●	51
	Harvest Moon: Save the Homeland	Natsume	●●●●	51
	Heroes of Might and Magic: Quest for the DragonBone Staff	3DO	●●◖	46
	High Heat MLB 2002	3DO	●●●●	44
	Ico	Sony CEA	●●●●●	50
	Jade Cocoon 2	Ubi Soft	●●●◖	53
15	**Jak and Daxter**	**Sony CEA**	●●●●●	**52**

This thrillride offers up very little on the cheat scene. But we hunkered down and dug up a little something for the J&D hardcore.

Alternate conclusion

Complete the game after collecting at least 100 Power Cells and you'll be rewarded with a different ending.

	Game	Publisher	Score	Issue
7	**James Bond 007: Agent Under Fire**	**EA Games**	●●●●	**52**

It's an oddity trying to "cheat" when it comes to James Bond. After all, every film is a big cheat-fest. How can one man evade 30,000 bullets while not even mussing his hair? We don't know either.

Never visit the doctor again!

Try memorizing this extensive combo of cheats. Or, just get unlimited health. Hold L1 + R2 and press Up, Down, Circle, Circle, Down, Down, Down, Down, Left, Circle at the main menu. Begin the game, and once in a level, press Start. Then, hold Down + L2 + R1 and press Circle, Circle, R2, Circle, L1, Square, Square, Circle.

Weapons galore

Pause gameplay, then hold L1 + L2 and press X, X, X, Up, Down, Circle, Right, Up, Down, Circle.

Invincibility rules

Unlimited health wasn't enough for you? All right, all right, then why not get Gold Bond? To get Gold Bond, shoot a man and keep shooting in the same spot until your ammunition runs out. Then, shoot his gun once with your PP7 and pick it up. You will see Q and Moneypenny walking around. Shoot them and believe it or not, you'll get Gold Bond.

The Man with the Golden gun

Successfully complete the Trouble In Paradise level with a Gold rank and you'll be the man with the golden gun.

	Game	Publisher	Score	Issue
	Jeremy McGrath Supercross World	Acclaim	●	53
	Kengo: Master of Bushido	Crave	●●●	42
	Kessen	EA Games	●●●	39
	Kessen II	Koei	●●●	51
	Kinetica	Sony CEA	●●●●◖	50
	Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
	Knockout Kings 2001	EA Sports	●●●●	42
	The Legend of Alon D'ar	Ubi Soft	●◖	54
28	**Legends of Wrestling**	**Acclaim**	●●◖	**53**

Legends of Wrestling is an elbow drop to the loins of humanity. A leg drop to the consciousness of America. A video game with a bunch of washed-up meatheads. But that doesn't mean you're not playing it. Here are codes atop codes for your pleasure.

Unlock all of the has-beens

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Triangle, Square to unlock all wrestlers.

Wrestle as Captain Lou Albano

Successfully complete Career mode with a Hated legend to unlock Captain Lou Albano.

Wrestle as King Kong Bundy

Complete the Southeast Territory in

EHRGEIZ

Ultimate Throw

To perform your character's Ultimate Throw, hold R1 and rotate the directional pad in a 360-degree motion. At the end of the motion, press X and Square. Your character will lunge forward trying to grab your opponent. However, for this to work, you must be *very* close.

Enable secret characters.

Here is a complete list of the secret characters and how to enable them.

Koji Masuda: Defeat the Arcade game on any difficulty setting with any male character.

Claire Andrew: Defeat the Arcade game on any difficulty setting with any female character.

Yuffie Kishiragi: Defeat the Arcade game on any difficulty with Cloud Strife.

Vincent Valentine: Defeat the Arcade game on any difficulty setting with Tifa Lockheart.

Zack: Defeat the Arcade game on any difficulty with Cloud, Vincent, Yuffie, Tifa and Django.

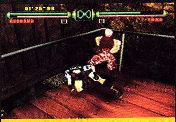
Django: Defeat the Arcade game on any difficulty setting with Cloud, Vincent, Yuffie, and Tifa.

Evil Panel Minigame

Defeat the CPU 10 straight in the Battle Panel minigame. When you have done that, hold L1 + L2 + R1 + R2 and choose Battle Panel on the main menu.

Cloud

Tifa



Yoyo

GUILTY GEAR X

Extra Costumes

Getting extra costumes is easy: Each of the buttons (X, Circle, Square and Triangle) will give you a different colored outfit. Really adds to the flavor of the experience, no?

Secret Characters

Unlock Testament

Complete Arcade mode for the first time or reach Survival Level 20 in Survival mode and defeat Testament to unlock him in all modes.

Unlock Dizzy

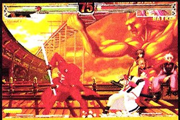
Reach Survival Level 30 in Survival mode and defeat Dizzy to unlock her in all modes.

Unlock Dizzy and Testament code

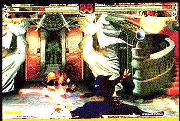
Or try this: On the Press Start screen press, down, right, right, up.

Unlock Guilty Gear Mode

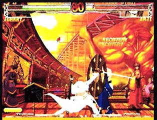
Reach Survival Level 100 in Survival mode and defeat the final opponent to unlock Guilty Gear mode in the Options mode.



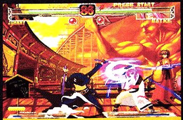
Costume 1



Costume 2



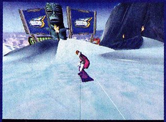
Costume 3



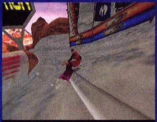
Costume 4

SSX TRICKY: THE SHORTCUTS

Our timely Tricky follow-up features more watch-stalling paths

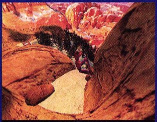


Aloha #1

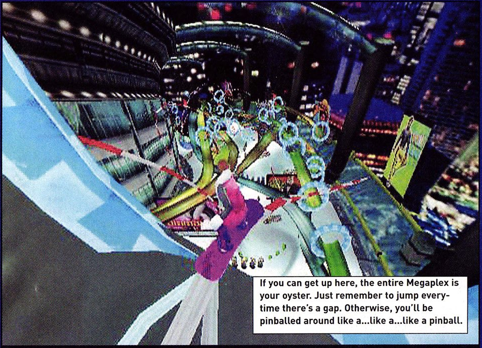


Mesablanca #1

Aloha #1



Mesablanca #1



If you can get up here, the entire Megaplex is your oyster. Just remember to jump everytime there's a gap. Otherwise, you'll be pinballed around like a...like a...like a pinball.

Tokyo Megaplex #1

Aloha

1. Fan Shortcut: Maximum or near-maximum boost is needed to pull off this bad boy. After coming out of the first tunnel on Aloha you'll cross a river. Directly in front of you will be two blue shortcut signs. Steer toward the blue shortcut sign on the right. Aim slightly to the right of center and jump through the shortcut sign. Depending on how much pop you've used, you'll either smash through the red shortcut sign located further down or you'll fly right over it. As soon as you land, check your speed. Directly in front will be two sets of three cables leading into a waterfall. Railslide either of the sets of cables. You'll now be in a tunnel with a fan. Ride down the tunnel and avoid the fan, otherwise it'll chop your speed to bits. At the end of the tunnel is a single cable supporting a billboard. Railslide the cable to the other side. Make sure you don't touch the controller and don't use any boost. Your momentum will take you onto another billboard further down. Here's where you'll need that precious boost. As soon as you hit this billboard, hammer the boost. Right at the end of the billboard you'll need to jump to land on another billboard further down. From this billboard you'll either jump back onto the main path or into the water tunnel to your left.

2. Pipe Shortcut: Just beyond the third river gap go to the left-hand side of the track. There will be a glass wall traveling along the left-hand side. A little down from where it ends is a red shortcut sign. Guide yourself toward the shortcut sign. In between two pylons, and in front of the shortcut sign, you'll find a pipe. Railslide the pipe through the shortcut sign and down. It will take you onto a billboard, at the end of which is another pipe at an angle. Continue railsliding the second pipe until it takes you to a glass wall. Railslide the glass wall onto the cable that runs beside the big Tiki head. This cable will take you onto a billboard. At the end of the billboard you'll drop onto a pipe that will take you all the way down the turn section.

3. Cave Shortcut: As you approach the entrance to the cave, angle yourself to the left-hand side of the main path. Be careful not to get onto the rails that travel across the river and into the cave. Instead, aim your boarder to the left of the last cable and jump toward the checkpoint sign. Best-case scenario: You'll land underneath the checkpoint sign. Directly in front will be a red shortcut sign. Ride through the shortcut sign. This will save you massive time in the cave.

Mesablanca

1. Start Gate Shortcut: Right out of the start gates you'll need to head to the right. There will be a jump with two "Jump" caution signs on either side of it. Steer to the right of the right caution sign. As you pass the caution sign you'll see a fence that ends in front of you. Aim yourself so you're heading toward where the fence ends. There will be a small hill behind the fence. As you pass the end of the fence, ride up the hill and jump. Aim yourself slightly to the right on the take-off. You'll launch over the rock face in front of you and land on an upper path that will shave time off the first few turns on the track. A nice boost to start out with.

2. Mine Shortcut: Just past the first checkpoint on Mesablanca there is a jump. Take yourself off the left-hand side of the jump. After landing, go to the left of the rail on the main path. There is a blue shortcut sign located straight ahead. Take your bad self through the blue shortcut sign and stay to the left. Ride across the snow-covered rock bridge. You'll enter a tunnel. Make sure to follow the tunnel until the end. It will lead into another tunnel with mine-cart rails. This tunnel is the beginning of the mine shortcut and will save you more time than you can shake a snowboard at.

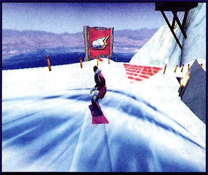
3. Canyon Shortcut: Maximum or near-max boost is needed to execute this shortcut without complication. After crossing the swinging bridge you'll be faced with two turns. Ride through both of those turns. Directly in front of you will be two "Jump" caution signs. Take yourself to the left of the left-hand side caution sign. You'll drop off a cliff and onto an icy path. Ride along that ice-slide of a path until it opens up. When it opens, you'll see crowd stands directly ahead. Take yourself to the right of those fancy-schmancy crowd stands. As you come behind the crowd stands you'll find a red shortcut sign directly ahead of you, across a gap. Slam on the boost and aim for that tempting red sign. Keep in mind that there is a gap that has to be jumped over, so timing is crucial. After jumping across the gap you'll have the pleasure of smashing through a wooden fence and entering a tunnel. The tunnel will turn to the left and end with a wooden fence. There's another gap that must be crossed before entering the second part of the tunnel. The second tunnel will end and drop you back onto the main path with a big lead.

Tokyo Megaplex

1. Rails: After exiting the start gate tunnel aim yourself to the left-hand side of the track. There will be three green triggers straight ahead. Hit any of the mean green triggers and it'll raise a ramp in front of you. Take yourself up the ramp and aim for the small entrance into the tube. Jump off the ramp and enter the smaller entrance to the tube. This part of the tube will take you to the top level of the track. If you nail those rails you'll feel like a king.

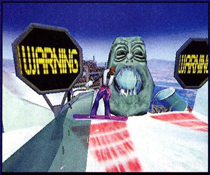
2. Railslide to Underground Tube: About one minute down the track the path splits into three. Take the middle path. At the end of the path will be three triggers. Hit any of them to open the Iris door directly ahead. Enter the tunnel behind the Iris door and ride to the end. There will be a trick boost located at the very end. Right behind the trick boost there is a rail. Take your bad shortcutting self onto the rail. The rail will take you up and over another set of three Iris doors and drop you into an underground tube. Follow the tube until you reach the end. Just before the end of the tube be sure to jump and you'll land on the glass roof, thus avoiding the pinball section of the track.

> **"Depending on how much pop you've used, you'll either smash through the red shortcut sign...or you'll fly right over it."**



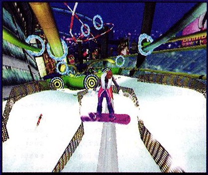
Aloha #2

Here's the red shortcut sign that lets you know you're about to take a long ride. Get ready to find a pipe that will lead you along.



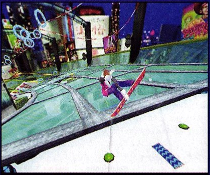
Aloha #2

See that big mouth? Seems like the best of the best will find their way to get chomped up. Which, in this case, is a particularly good thing.



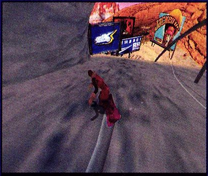
Tokyo Megaplex #2

After you net the trick boost you'll need to find this rail. It'll give you a great viewpoint, but more importantly it'll save lots and lots of time.



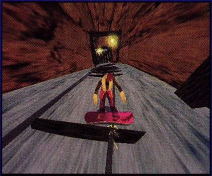
Tokyo Megaplex #2

If your balance is true then you'll end up tickling the glass shown above. If you do that, you resist the nightmare of the pinball machine.



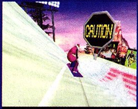
Mesablanca #2

This happy blue sign sets up a little path we like to call the "mine shortcut." After you get through this sign, get to the left.

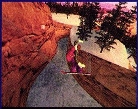


Mesablanca #2

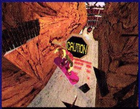
Once you start down the mine shaft do everything in your power to stay on the rails. It's not easy, but the payoff is huge.



Mesablanca #3



Mesablanca #3



Mesablanca #3

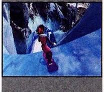
REPLAY FORUM

ALASKA IS T-T-T-TRICKY

How do you score gold on Alaska in Showoff in SSX Tricky? I can only find a few good jumps.

Omnislash67

How's about a ledge of this magnitude? We'll feature Alaska next month in our SSX update, but until then try to find this spot. About 15 seconds after the race starts you'll hit lots of slippery spots. Stay high on the right (where you can see the Luther and Seeiah billboards). It'll put you in an ice tunnel to start with, but you'll come out with lots of air and momentum. Good luck. This is a real son of a gun.



GRAND THEFT ENDING

Is there really a different ending for GTA3 if you use cheats or is that just a rumor?

busitnbre86

Months ago we heard rumors that an alternate ending was in place for the GTA3 cheaters. But that rumor is false and we're armed with nightsticks for the person who started it. So cheat all you want, cheater.

SPLITTING TIME

Are there any bonus codes in Timesplitters? Do you know if there will be codes for the sequel?

Zelgamis

Cont. on pg. 115

If you have questions about games, email us at opm@ziffdavis.com. Mark your emails "Forum" and we'll be really impressed because you were able to read this tiny type.

Game	Publisher	Score	Issue
28 **Legends of Wrestling**			

Career mode to unlock King Kong Bundy.

Wrestle as Sabu

Complete Career mode with The Sheik to unlock Sabu.

Real names

When creating a wrestler, you can make people such as Ric Flair, Scott Hall, Kevin Nash (to name a few) and the announcers will actually say these has-beens' names as well!

Lego Racers 2	Lego Software	●●◖	51
Le Mans 24 Hours	Infogrames	●●◖	48
Madden NFL 2001	EA Sports	●●●●◖	38
4 **Madden NFL 2002**	**EA Sports**	●●●●◖	**48**

Madden's a football lover's dream. If that football player likes to never break tackles with their RB's in the backfield. But we digress.

Infinite creation points

Create a player of your choice and then scoot over to Edit Player at the roster screen. Press Up or Down to choose the player you want to edit, then press Right to get to the speed category. Press X, then press X again. You'll be up there with the Bronco Nagurski's and Dick Butkus's of the world after that.

Win coin toss

Repeatedly press L1 + R1 + Start before the coin toss screen appears. And then you'll have the choice to kick or receive.

Dancing into the endzone

When your player is wide open, press L1 or R1 before running into the endzone and your player will do a dance. Weirdly, you won't be flagged 15 yards, and you won't be fined $15,000.

Change player appearance

Enter the options screen and select Rosters and then go to Edit Player. From there find the Player Appearance area. You can make any player in the NFL look different than they really do. Maybe make Brian Griese look like Gary Steinman, or something clever like that.

9 **Max Payne**	**Rockstar**	●●●●	**53**

Max Payne is a slow-motion blur through the rough and tumble underworld of New York City. We imagine you're not usually part of that world, and could use a little help.

Choose any level

Play through the game until you pass the subway level. Then press the Select button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle. After that, get picky. Because you can choose whatever level you want to play.

Eight Pain Killer pills

Press Start to pause, then press L1, L2, R2, R1, Triangle, Circle, X, Square. Nothing kills pain like that combination.

All weapons and full ammunition

Slap Start to pause the game and then press L1, L2, R1, R2, Triangle, Circle, X, Square.

Infinite Ammo

Pause the game and press: L1, L2, R1, R2, Triangle, Square, X, Circle.

Invincibility

Pause the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2. You may have to enter this code again after saving.

Maximo: Ghosts To Glory	Capcom	●●●◖	54
MDK2 Armageddon	Interplay	●●●◖	45
3 **Metal Gear Solid 2**	**Konami**	●●●●●	**51**

Anyone with any gaming talent can conquer MGS2, but that's not the fun part. The fun part is discovering the other nooks and crannies. Here are a few things to keep the game fresh.

Blow your candles out

Once you're in the Plant Episode, search out the first node. You're asked to put in your birthday, name, bloodtype, blah, blah, blah. But check this: If you put in the current day, you'll be greeted by a Happy Birthday logo and a birthday cake.

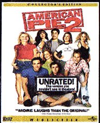
Is your name Hideo?

Find that first node, but plug in the name Hideo Kojima instead of your own. From there it will take the cue to automatically put in Hideo Kojima's blood type, birthday, sex and nationality. Don't forget to send Kojima-san a birthday card, though.

Boxed In

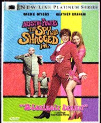
You've got a lot of cardboard boxes in your inventory, but haven't had much fun with them. Well, here's your chance to transform that box into a ticket to MGS2 heaven! Or rather, a new place in the game. Here's how it works: Take a cardboard box to the Strut E: Parcel Room. Get in and jump onto the conveyor belt in the top right-hand corner of the room. Depending on the box you used, you'll be transported to a different area.

DVD EGGS



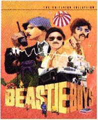
American Pie 2

Go to Stifler's bonus materials section. Press Down to access the second set of bonus materials. Once there, press Up and the Bonus Materials headline will turn red. Hit enter and get a peek at an amusing moment with some of the *AP2* cast.



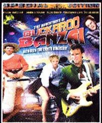
Austin Powers: The Spy Who Shagged Me

Go into the extra features menu and wait for about a minute. After that, Doctor Evil's rocket will appear. Highlight the rocket to gain access to some additional treasures.



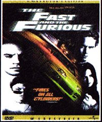
Beastie Boys DVD Video Anthology

Everyone loves when the B-Boys make noise, and we found an extra way to get your DVD a-rockin'. Go to the main menu and on to the Schematic Overview section. Press Right five times. No more, no less. Then hit Down to select the color bars box. You'll get an audio track featuring Spike Jonze.



The Adventures of Buckaroo Banzai

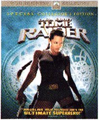
With a title like this, how can it sell less than a million copies!? Anyhow, select special features and scroll Down until you can select More. Then select Banzai Institute Archives. From there, push Down to special features. Go Right to highlight the BB icon, and you will be shown alternate covers. But wait, there's more! Select special features then select deleted scenes. From there push Down until you get to special features. Then push left to highlight the Watermelon icon. Hit Enter and you will be brought to a second page. Press Up to highlight the BB icon and you'll hear a chat about watermelon in the movie.



The Fast and the Furious

For fans of primal idiocy and fast cars, this easter egg will leave you hungry for more pedantic cinema.

1. From the main menu, select bonus materials. Then click Down to "Multiple Camera Angle Stunt Sequence," then push Right. Then a yellow steering wheel will show up over the right-hand taillight of the tractor trailer. Press Enter and you'll get to see the final stunt in an extended format using all eight camera angles.
2. Go to the Bonus Materials menu and select "Racer X: The Article That Inspired The Movie." When the article is on the screen, cursor up and a steering wheel will appear by the title. Selecting this will show a short video that starts with interviews and ends with several shots from the movie.



Tomb Raider

Interested in a brief interview with Angelina and her pappy? In the Special Features menu of the disc. Below the "Main Menu" is an icon that looks like two waves of water. Press down, hit Enter and enjoy.

Game	Publisher	Score	Issue
Midnight Club	Rockstar	●●●●	39
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Jonny Moseley Mad Trix	3DO	●◖	54
Journey to Jaburo	Bandai	●	48
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Monster Rancher 3	Tecmo	●●●●	50
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal Int.	●◖	52
MX 2002 featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
㉗ **NASCAR Thunder 2002**	**EA Sports**	●●●●◖	**51**

Yeehaw, we's gots some NASCAR Thunder tricks! I can't wait to git in my car with a big 3 painted on the hood!

Bonus drivers

If you've taken the time to complete a season, then you'll know that two bonus drivers are unlocked. But did you know you get two every time you finish a season? Yep, Cletus. Finish eight seasons and you'll unlock the whole crop of rednecks.

FMV stands for Fast Movin' Vehicle!

Complete Season mode once to unlock a championship video. But don't think there are more where that came from. There are not. At least not until you finish eight seasons. Which is worth it if you'd rather drink motor oil than Evian.

Game	Publisher	Score	Issue
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
⑬ **NBA Live 2002**	**EA Sports**	●●◖	**51**

Bad game, superstar stats

Why you're looking for codes for Live when you could be out shoveling driveways to earn extra cash for NBA 2K2 is beyond us. But if you're that desperate to improve your hoops experience, try this. At the main menu, press Circle to access the active menu. Select Roster, then Edit Player. A Super Star player will appear if your Create A Player list has no entries. Press R2 to increase the player's stats at the edit player screen. To choose a different player, press L2 to return to the Create A Player list. Then, press Start and change to another player. Big fun. Until the game starts.

Game	Publisher	Score	Issue
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
㉖ **NCAA Football 2002**	**EA Sports**	●●●●◖	**48**

Rather you like college gridiron or not, this game is better than Madden. Maybe no one told you, but it's true. And the recruiting is as gut-wrenching as the last two minutes of the Rose Bowl.

Infinite creation points

Create a player, then go to Edit Player at the roster screen. Press Up or Down to choose the player you want to edit. Press Right to get to the speed category. Press X, then press X again. But we beseech you to cheat only if you're going to make DePaul University a national power. Just take Florida, instead. They have infinite points on that team anyway.

Game	Publisher	Score	Issue
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA March Madness 2002	EA Sports	●●●	53
㉔ **NFL 2K2**	**Sega Sports**	●●●◖	**52**

If you're tired of being shut down behind the line of scrimmage in Madden, try this game on for size. Big plays, wicked cuts and plenty of pace and action.

Big-time players and haters

Having a hard time running roughshod? Try this masterful trick on for size. Maybe it'll help get the Carolina Panthers into third place. To create a 100-rated QB, set the upper and lower body strength low enough to put all the other stats at 100. Then, fill up the rest on your upper or lower body strength. This same trick can be used for these positions: RB, TE, WR, DB, LB, DT, DE. If you're going to use this cheat for the defensive side of the ball, though, make sure the guys are big in stature. And we mean big. For a DT or DE set the weight to a whopping 400 lbs. and set the height at around 6'. For the LB, set the weight at about 260 lbs. and make him 6' 5".

Game	Publisher	Score	Issue
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	989 Sports	●◖	53
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL Hitz 2002	Midway	●●●●	51
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man World 2	Namco	●●●●◖	54
Paris-Dakar Rally	Acclaim	●●	53
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Faction	THQ	●●●●●	46
Resident Evil - Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take Two Int.	●●◖	48
Shadow of Destiny	Konami	●●●◖	43
Shadow Hearts	Midway	●●●●	52
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Majesco	●●●	52
Soccer America: International Cup	Hot-B	●●	48
Soul Reaver 2	Activision	●●●	52
Splashdown	Infogrames	●●●●	52
Spy Hunter	Paradigm	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
⑲ **SSX Tricky**	**EA Sports BIG**	●●●●●	**52**

Everything about this game sends ch-ch-ch-chills through our spines. It's one of our staff fa-fa-fa-favorites and we love getting tr-tr-tr-tricky with our free time.

Play as Mix Master Mike

At the title screen, hold L1 + R1 and press X, X, Right, X, X, Down, X, X, Left, X, X, Up. If you put this hellish code in correctly, you'll hear a sound. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike. Sadly, there are no new Uber moves for him. He'll just take on the ones of the character that he replaced.

Mallora board

At the title screen, hold L1 + R1 and press X, X, Right, Circle, Circle, Down, Triangle, Triangle, Left, Square, Square, Up. Release L1 + R1. Again, if done correctly, you will hear a sound. Choose Elise and start a course. She will have the Mallora Board and a blue outfit. Sadly, this only works for Elise. But man, the face on the board is seriously pretty.

Pipedream course: Win a medal on all Showoff courses.

Untracked course: Win a medal on all Race courses.

What are you reading this for? Aren't there enough words on this page already? OK, seeing as you're here: tell us what DVDs you'd like Easter Eggs printing for.

Game	Publisher	Score	Issue
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I —Super Bombad Racing	LucasArts	●●	45
Star Wars: Starfighter	LucasArts	●●●●◖	43
Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Theme Park Roller Coaster	Bullfrog	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour	EA Sports	●●●	44
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
5 Tony Hawk's Pro Skater 3	Activision	●●●●●	51

This game rules our world. Now if we could all do that damn ollie everyone's talking about.

Cheat mode

You'll have to beat the game once to access the cheat menu. But if you do, then enter "backdoor" to unlock all cheat options. If you do this, you'll hear a cash register. Then hit Pause in Career mode to access the cheat menu. Press X to toggle the options. There are plenty to choose from. But the Snowboard mode has to be the stupidest cheat in any THPS game, by far.

Level select

In the options menu, choose Cheats. Enter "roadtrip" to unlock all levels. You'll hear the cling-clang of a noisy cash register.

All characters

In the options menu, choose Cheats. Enter "YOHOMIES" to unlock all characters. Don't drop your controller from that cash register racket.

Play as hidden skaters

Enter one of these names at the Create a Skater screen: 062287, DDT, Rastapopolous, Braineaters, Eastside Crashcart, Mini Joel, Gorilla, Frogham, Grass Patch

Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
World Destruction League: Thunder Tanks	3DO	●●●	42
World Tour Soccer 2002	989 Sports	●●●●	53
10 WWF SmackDown! Just Bring It	THQ	●●●◖	52

So you're not bored with SmackDown! Just Bring It yet? Oh, you are? And that's why you're here. OK, well this will add some spice and inspiration. It's a few of the movesets you unlock when you start beating the game, and who they belong to. If they're on this list, you can create them. If you want the entire list, go to www.gamers.com

Unknown 2 NCBT: Booker T
Unknown 4 ERV: RVD
Unknown 5 ELS: Lance Storm
Unknown 8 NCHH: Hurricane Helms
Unknown 11 WXP: X-Pac
Unknown 14 WVV: Val Venis
Unknown 15 WGF: Godfather
Unknown 24 ZSM: Shawn Michaels
Unknown 28 CRF: Ric Flair
Unknown 29 CKN: Kevin Nash
Unknown 33 CHH: Hulk Hogan

Game	Publisher	Score	Issue
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS ONE TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman: Gotham City Racer	Ubi Soft Games	●◖	46
Batman & Robin	Acclaim	●	13
Batman Beyond:			

REPLAY FORUM

Cont. from pg.113

While playing the game press Start, then hold hold L1 + R1 + L2 + R2 and press X, X, Triangle, Triangle. It'll get you all the weapons. As for part 2, it's not even out yet! What good would codes be?

SEYMOUR BUTTS

What is a good strategy for beating Seymour the first time? I've been working on my abilities but I'm still a little too weak. Any suggestions?

VashHT

Seymour (6,000 HPs) attacks with elemental spells, so Yuna can cancel this damage by casting elemental defenses. Take care of the guards (2,000 HPs each) first, as they will heal any hurt you put on Seymour. Since the guardians Auto-potion for 1000 HP after every hit, wear them down with Lulu's spells that do more than 1K of damage. Once they're defeated and you've hacked half of Seymour's HP away, he'll summon his Aeon, Anima (18,000 HP), which is strong. Have Yuna summon her newest Aeon, Shiva.

Cont. on pg. 117

RIVAL SCHOOLS

Service Mode
Beat the Evolution disk on the hardest difficulty setting using Natsu.

Shoot-Out Mode
Beat the Evolution disk on the hardest difficulty setting using Roberto.

Shoot-Out Mode
Beat the Evolution disk on the hardest difficulty setting using Shoma.

Unlock 24 Bonus Characters
Beat the game with each of the 24 characters, and you should get a secret character every time you beat the game.

Volleyball Mini Game
Complete the Evolution Disc game with Natsu on the highest difficulty to unlock her Volleyball game.

Unlock Kyoko's Office
Beat the Evolution disc game with Kyoko on the highest difficulty setting.

61800
PLEASE WAIT!
13 HIT
TEAM UP TECHNIQUE FINISH
K.O.

Sakura

TEKKEN 3

Enable Tekken Ball mode
Defeat the Arcade mode eight times. Tekken Ball should be available to play from the title screen after you complete this event.

Play as Panda
To play as Panda, simply put the cursor on Kuma and press Circle. Panda will appear as soon as the fight starts.

Unlock Gon Easily
Get onto the high score board for for survival, and when you enter your name, put your name as GON.

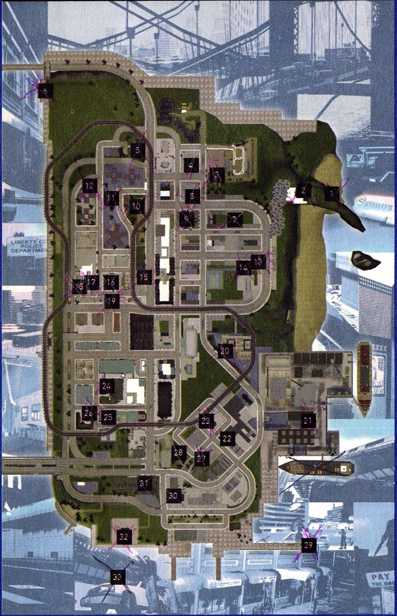
Unlock Ogre
Beat the game with eight different characters.

Panda

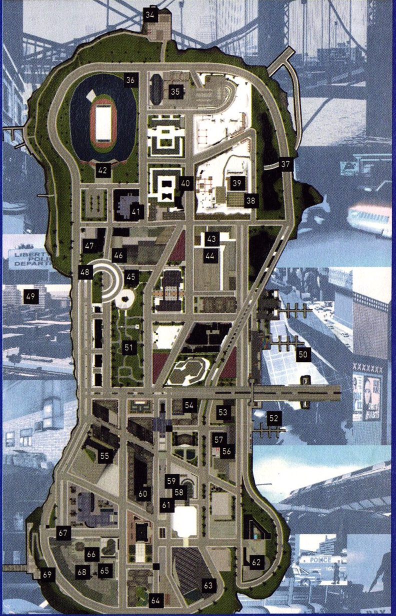
GTA3: FIND THE PACKAGES

Having trouble finding the hidden packages around Liberty City? We thought so. Well, not anymore. Here they are!

PORTLAND



STAUNTON ISLAND



33 Packages

Finding all 33 packages in Portland is no joy ride. It takes perseverance, good eyes and...wait. No it doesn't. It takes using this map. Here are some tough ones:

5: You'll need to get onto the elevated train tracks and then you'll need to jump onto the roof of the Head Radio Station.

15: Smash the glass of the construction company building to uncover this one.

17: You'll need to climb the stairs to the roof of Luigi's Sex Club for this one.

18: OK, so you've got the package on top of Luigi's club, huh? Well, you're not finished yet. Now you'll have to go west to the roof across the way.

19: Go into the subway station and find the bathrooms on the middle level. It's there.

32: You'll have to use a Belly-Up or a Turtle Head Fish Co. truck to get to this one.

33: This one's a real son-of-a-gun, because you can't get it until you have access to the boat. Once you do, take it to this southern island and dock the boat on the rocks.

36 Packages

You've got all the time in the world to conquer the packages of Shoreside Vale. Unless you have a job. In that case, this map should make finding the hidden stuff clockwork.

35: This hidden package is perched above on the hospital overhang. It'll take plenty of maneuvering to get to, unless you just want to jump on top of your latest car.

39: Search the construction site and you'll find find a building with a staircase to a second level. Take the stairs and you'll find it inside the room.

47: Strap on your gym shoes here. You'll have to break into the basketball court.

49: Go to the center of the drawbridge for this one.

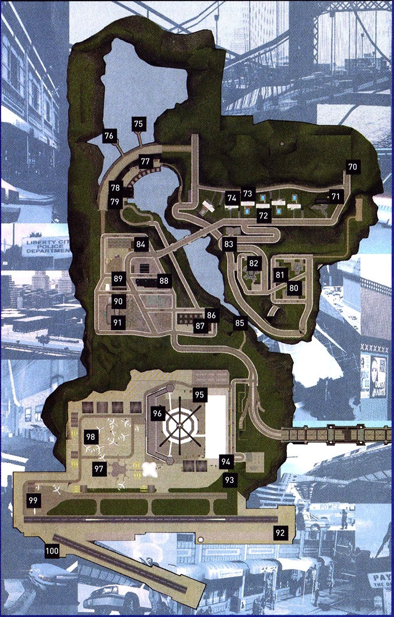
52: Jump away from water and you can snag this floating package.

55: Check behind this part of the church to find the sought-after package.

58: Take the ground level fire exit doorway to the top of the rooftop.

64: Look up to find this package smack-dab in the middle of the pedestrian walkway.

SHORESIDE VALE



31 Packages

All right, so you've found every hidden package in the order we've designated, right? If you haven't, you're going to lose your mind back-tracking. Here are the final 31, but we picked out some of the ones that kept us scratching our heads.

71: Bring your snorkel. You'll have to go into the swimming pool.

74: Hop into the backyard of the most west home in the mansion district.

78: Plop your can on the Exchange helipad to score here.

82: This one takes springs. Use the stairs on the building opposite of this package, then jump onto the awning of the building holding the package hostage.

83: Look in the overpass tunnel positioned behind the hideout.

84: You'll have to walk on the concrete walls, jump down onto a rooftop, and then hop into the fenced area.

85: These designers know how to keep you struggling. Look under the twisted wooden bridge to score this loot.

89: Go behind the police station and check the shingles on the roof.

94: This package is easy to miss. It's in front of the airport, behind those fancy-schmancy billboards.

100: This one may not be the hardest to find, but it's the last (if you've done them in order). It's at the end of the runway, near the water. Watch out for any gun-toting Columbians.

REPLAY FORUM

Cont. from pg. 115

(It will appear as ???? on her summon list.) Attack normally with Shiva, but when she's wounded, you can heal her by casting her ice spells on herself. Keep this up until she gets her overdrive and you'll be in good shape.

GTA3 SUPER CHEAT?

Is there any way in GTA3 to keep unlimited health/armor/weapons on without having to punch them in every single time?

songoku1980

Look, you're already cheating. Isn't that enough? In fact, no, there is no code for such a thing. So memorize the one you've got. Or keep visiting the local brothel.

DEVIL MAY NOT CHEAT

I've never seen cheats for Devil May Cry. A few codes would be nice.

mudvaynefan

As for cheats, there aren't any "cheats" that we've been able to uncover. But how about secret mission locations? **Mission 7:** Kill the enemies in the sewer hall, then go the pipe room (where the key was located). **Mission 11:** Go through the door

Cont. on pg. 119

Game	Publisher	Score	Issue
Return of the Joker	Ubi Soft	◖	39
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim Sports	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec/A1 Games	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4

STREET FIGHTER ALPHA 3

Play as Evil Ryu and Guile
To play as Evil Ryu and Guile, build your character to level 30 and level 31.

Play as Shin Akuma
Build up your fighter to Level 32 in World Tour mode and beat Shin Akuma. To play as him, highlight Akuma, hold L2 and press X to select him.

Unlock all modes
If you beat Arcade Mode at difficulty 8 without continuing, all the secret modes will become available.

Unlock Super M. Bison
Use a character with an experience level below 30. Defeat M. Bison in the final stage of the World Tour. To pick Super Bison, go to the Character Select, highlight Balrog and hold L2. Press any button to select.

73
2 HIT
SPECIAL FINISH
MAX
SUPER
Shin Akuma

Evil Ryu

Guile

Evil Ryu

DEAD OR ALIVE 2: HARDCORE

Different winning poses
After defeating your opponent press either the Square, Triangle or Circle button, then the player can select your winning pose depending on which button you press.

Changing Hair Styles
Kasumi Hair Style #1: Press Circle when selecting her as a character.

Kasumi Hair Style #2: Press X when selecting her as a character.

Helena Hair Style: #1 Only works with C3 costume, press Circle when selecting her.

Increased Jubbling
Enter the options menu, choose the game setting that allows you to set your age between 13 and 99. Increase your age for more jubbling.

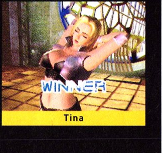
CG Gallery
Complete Team mode with five different characters to unlock the Gallery.

Extra Credits
Complete Story mode on very hard difficulty setting with all characters.

Extra Options
Press Start to pause during gameplay. Then press Triangle and X.

Play as Bayman
Complete story mode on easy difficulty to unlock Bayman in all modes except story mode.

Play as Tengu
Collect 10 Stars in Survival Mode or play a combination of characters 200 times. Tengu is playable in all modes except Story Mode.



Tina

Game	Publisher	Score	Issue
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
㉙ **Crash Bash**	**SCEA/Universal**	●●◖	**39**

When you buy this game you get more than just a video game, you get a subpar experience. Welcome to the only chance you have of making it fun.

Defeating the Bearmanator
With names like the Bearmanator within who wouldn't play this game for hours a day? To beat up on the Bearmanator shoot a missile charge to get the little bears off.

Defeating Snow Bash
To defeat Snow Bash without fail, wake the penguin up and run to the snowman or the tree. The penguin will spin around, destroying everything in its path like a regular Tazmanian Penguin. Repeat this until you are the only one left.

Secret Warp Room
Complete Warp Room 4 and wait for the credits to finish. You should now be in Warp Room 5. Good for you.

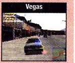
Game	Publisher	Score	Issue
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim Max	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24

Game	Publisher	Score	Issue
⑭ **Driver 2**	**Infogrames**	●●●●	**40**

Driver 2 was pretty revolutionary before the PS2 came along and GTA3 belly-flopped into the gaming swimming pool. Here are some ideas for those still suffering in PS one-land.

Chicago fuzz
Go to Grant Park and you will see a police car on the side of the park. Get out of your vehicle and steal the police car the same way that you would steal any other vehicle—by getting into it.

Leaving Las Vegas
After unlocking the secret car in Las Vegas, go to the street and turn left. Take that street to the end and turn right. Go to the next intersection and turn left. When you turn left, you will see a building, a fence and a wall. Between the wall and the next building is where you turn to go to the secret area.



Avoid police chases
Drive like you are one of the city cars and the police will not follow you unless you hit a car or a building. When you hit a car or a building, they are suddenly willing to take their own lives to stop you.

Reset felony meter
After getting chased by the police, get out of the car and get into another car. The felony meter will go back down to 0. The law isn't too bright 'round these parts.

Game	Publisher	Score	Issue
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25

Game	Publisher	Score	Issue
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross:			
McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory:			
The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
20 Gran Turismo 2	Sony CEA	●●●●●	29

Is this the best game ever on the PS one? It makes for an interesting argument. To bring you back to where it all started, or at least to the game that came out after it all started, check these tips.

Arcade tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of *Cast Away*.

Mark Martin's NASCAR #6 Ford Taurus

To obtain this car you must first purchase a Ford Taurus and then perform the Racing modification.

Mo' Sports Land track

Obtain all of the licenses, including the Super License and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter:			
The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
6 Harry Potter/Sorcerer's Stone	EA Games	●●●	53

Witchery or fun-time black magic shenanigans? You decide.

Alternate ending sequence

Collect each and every one of the 17 Famous Witches and Wizards cards to view an alternate ending. Does Harry Potter get the girl? Get the cards to find out.

Lightning crashes

At the main menu, press Triangle to cause a lightning strike.

REPLAY FORUM

Cont. from pg. 119

at the start of the mission.

Mission 14: Check the skeleton of the boat from the previous mission.

Mission 16: Defeat the blob Boss, then go to the airplane room.

Mission 21: Check the wall on the opposite side of the power-up statue.

FIGHTIN' WORDS

What does the memory card data say on Tekken 3 when you have done everything possible in the game?

fisher_84

It asks you to stop handling your controller after eating a peanut butter and jelly sandwich that's getting into the buttons and making it much harder for people to punch and kick. It also says, "New Battles Await."

FREQUENT FREQUENCY

Are there any cheats for Frequency? I need to unlock music. I've gotten really far, but can't advance.

izmatt18

Enabler Code (to be done at the title screen): Down, Right, Up, Left, Left, Up, Right, Down.

Free Autocatchers (done during gameplay—no pausing!): Left, Right, Right, Left ,Up.

Also, you must do

Cont. on pg. 122

High Heat MLB 2003: How to Play Like a Pro

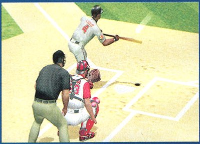
High Heat is the purest baseball game in the land, and that means you'll be hitting 95 mph fastballs that feel like they're streaming past you at 120. Here are some tips to keep your head above water for all nine innings.

Inning #1 Swing and a Miss

If you're going to go up to the plate hacking, expect to strike out a lot. A lot, a lot. The key to getting hits in HH is patience. In fact, it's not just the key to getting hits, it's the key to winning. It's hard to adjust to, but it pays off big-time. Just think of it this way: you can actually earn a walk in this game.

Inning #2 The Lost Art of Bunting

Laying down a sacrifice bunt every once in a blue moon is a good way to become a master of "small ball." A three-run homer is a great idea, but a bit harder to anticipate. If you've got a slower guy on first with less than two outs, try a sac bunt. You'll feel good about yourself. Also, don't try bunting for a base hit. No matter how fast your hitter is, it's an easy out for the CPU.

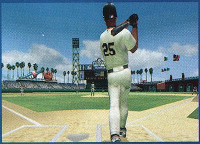


Inning #3 Cool Runnings

Baserunning can make the difference in winning a game and getting shutout. It'll take awhile to learn the ropes, but remember that if you're going to send a runner, don't turn him around. Runners don't just turn around without any momentum loss, and that means bad news if you get yourself in a rundown.

Inning #4 Batting Lefty

If you've got a left-handed batter at the plate try slapping it over the third baseman's head for a clean bloop single. The best pitches are slow curves or sliders that just tickle the outside of the plate. Master this technique and you'll end up with a lot of baserunners.

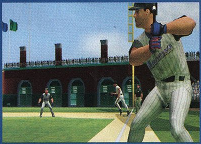


Inning #5 Captain Hook

Just because HH is a video game doesn't mean you should try to bring a starter into the eighth inning every time he pitches. It's a hard pill to swallow, but if you get five solid innings, you should be thanking your lucky stars. Any more than seven innings and expect him to get battered. Don't be afraid to pull the plug.

Inning #6 Leading Off

When you press L2 you'll take a better lead off. Runners with a 60+ on running ability can take two L2 taps and still get back to the base. But be careful. If you're tapping L2 when the pitcher throws to first, you're greatly increasing your chances of being picked off. And being picked off sucks.

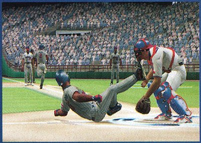


Inning #7 Taking Sides

When you're on the mound you can hold R2 then tap right or left to switch your position on the rubber. Seems inconsequential, but it can really make a difference. If you're throwing your fastball outside to a lefty, try the same pitch on the side of the rubber. It can help you paint the corners like Cy Young.

Inning #8 The Throw Home!

Unless you absolutely must gun down the man rounding third on a single or unless the man rounding third has an embarrassingly low running rating, throw the ball to second base. It'll keep the runner at first, and it'll keep you from filling your cuss jar with quarters. Trust us. It'll save you at least 50 runs over the course of a season.

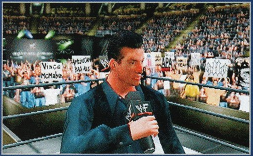


Inning #9 Warming Up

Want to bring in a reliever who's ice cold? Don't. Here's the best trick: Get him up in the bullpen, then click on Mound Visit. That'll give him enough time to get loose. If you have the foresight, get the guy busy in the bullpen, visit the mound, face a batter with your current pitcher, then visit the mound again. Then replace him.

SMACKDOWN! CREATION

You want unlockables but don't know how to get them? What about making Kevin Nash? We've got it!



Anyone who loves wrestling wants every character in the WWF to be represented. Even the turd in the punch bowl types like Hurricane Helms. But that doesn't mean you feel like fiddling with the comprehensive Create a Superstar mode. That's why we've figured out all of the tiny details so you don't have to watch your hair turn grey while you're trying to get Booker T's eyes closer together. Sure these stats look like gibberish to the people who've never turned on Just Bring It. But to the wrestling musicians, this is like sheet music. Expect even more WWF studs next month in Replay.

Rob Van Dam

Figure

Head: 001, Eyes: 001, Nose: 002, Jaw: 002

Facial Features

Eyebrow: 087, Head: 001, Cheeks: 054, Eye: 056, Nose: 004, Mouth: 010, Facial hair 1: 062,-33,0,0,-17, Facial hair 2: 043,-87,-126, 68,-94

Clothing

Underwear: 001, Tights: 001 (29,0,0,0,-127)

Upper Body

Appearance: Medium, Skin: 02, Body: 001, Hair: 054 (59, -8, -10), Front Hair: 001, Back Hair: 091 (-15,50,-73)

Lower Body

No sleeves: 034 (-65,-72,1,8), Legs: 43, Thighs: 35, Height: 63, Elbow Pad(R): 005 (0,0,-127,-61), Hands (both): 85

Accessories and Extras

Boots: Boots 034 (Type 001,35,0,0,-83-12), Kneepad: 040 (0,0,-54,-49), Accessories: 005,0,0,0,-105)

Booker T

Figure

Head: 001, Eyes: 004, Nose: 004, Jaw: 039

Facial Features

Eyebrow: 005 (0,0,0,-77), Head: 001, Cheeks: 012, Eye: 017 (0,0,23,-33), Nose: 004, Jaw: 039, Mouth: 024 (0,0,0, -76), Facial hair: 023,0,0,0,-44

Clothing

Underwear: 003 (0,0,-127,-11)

Upper Body

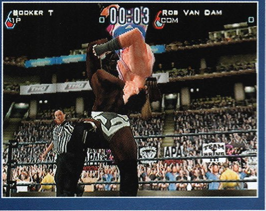
Appearance: Medium, Skin: 004, Body: 004, Hair: 060 (0,0,0, -44), Front Hair: 036 (0,0,0, -44), Back Hair: 034 (0,0,0, -44)

Lower Body

Hand (BOTH): 017 (0,0,0,-103), Skin color: 7, Height: 39, Shoulder: 101

Accessories and Extras

Boots: Boots 058 (Type 001,29,0,0,0,-24), Kneepad (Both): 002 (0,0,0,-51), Right Kneepad: 046 (0,0,0,-38)



Kevin Nash

Figure

Head:1, Eyes: 017, Nose: 01, Jaw: 039

Facial Features

Eyebrow: 005 (0,0,0,-50), Head: 001, Cheeks: 010, Eye: 003 (0,-35,-33), Nose: 004, Mouth: 042, Facial hair 1: 004,0,13,-74,-16 , Facial hair 2: 010,0,-69,-52,-13

Clothing

Underwear: 001, Tights: 046 (66,0,0,-99,-50)x

Upper Body

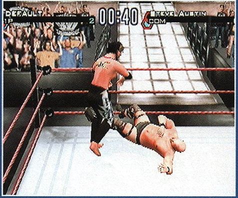
Appearance: Medium, Skin: 001, Body: 001, Hair: 021 (-8, -20, -17) , Front Hair: 027 (0,13,-53), Back Hair: 083 (-7,38,-62)c

Lower Body

No Sleeves: 035 (0,0,-127,-70), Legs: 60, THIGHS: -16, Height: 78, Elbow Pad (R): 005 (0,0,-127,-61), Hand (r glove): 017 (0,-50-90)

Accessories and Extras

Boots: Boots 039 (Type 001,40,0,0,0,-20), Kneepad: 002 (0,97,0,0), Wristbands (both): 001,10,0,0,-127,-63)



X-Pac

Figure

Head: 001, Eyes: 001, Nose: 001, Jaw: 001

Facial Features

No Eyebrow: 001, Cheeks: 001, Eye: 001, Nose: 004, Mouth: 001, Facial hair: 073,0,0,0,0

Clothing

Underwear: 001, Tights: 076 (96,0,-99,0,-7)

Upper Body

Skin: 001, Hair: 046 , Front Hair: 026 (0,0,-47), Back Hair: 082 (-86,-20,-91)

Lower Body

No sleeves: 036 (0,0,-127,-91), Legs: 60, THIGHS: -16, Height: -21,Pattern C: (chest)010 (0,-126,3,0), Pattern C: (Back)009 (0,-117,31,0)

Accessories and Extras

Boots: Boots 054 (0,-127,-8), Elbow pad: 001 (0,-127,-53), Accessories: 013,0,0,127,-60)

Hulk Hogan

Figure

Head: 001, Eyes: 001, Nose: 002, Jaw: 024

Facial Features

No Eyebrow: 001, Head: 001, Cheeks: 001, Eye: 001, Nose: 004, Mouth: 001, Facial hair: 027,0,11,126,-3

Clothing

Underwear: 001 (-120, 0, 85)

Upper Body

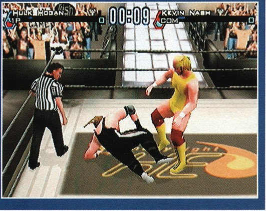
Skin: 004, Body: 001, Hair: 009 (20, 19, 71), Front Hair: 001 Back Hair: 006 (13,127,-12,)

Lower Body

No sleeves: 073, 0, -120, 127, 30, Height: 60

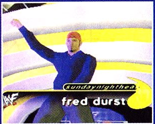
Accessories and Extras

Boots: Boots 032 (Type 001,28,0,0,0), Kneepad: 002 (0,97,0,0), Wristbands (both): 001, 8, 0, -119, 127



THE UNLOCKABLES

Unlock Fred Durst of Limp Bizkit
Bone up and beat 15 wrestlers in a Slobberknocker match with The Undertaker.



Unlock Mick Foley
To unlock this never-say-retire turd you'll need to play Story mode until you get to the WWF Title match at Wrestlemania (easy enough). But here's the twist! You must lose the match and Foley will give you a rematch for the title in a Hell In A Cell. Win it and Mankind's yours.

Unlock Tajiri
Here's what labor you'll need to inflict on your thumbs to unlock Tajiri: Turn down the tag title shot from Vince, then, in the ring, talk trash on the mic. After that tell ol' Michael Cole you were just goofing around. Cole will tell you to go see the Commissioner. Once there you'll need to turn down the European title shot. Then you'll have to face Tajiri.

Unlock Rhyno
What kind of name is Rhyno? To unlock this generic doofus go to Regal in Story mode. He'll ask if you'd like to fight for the Hardcore Championship. Accept and you battle Rhyno. Beat him and you'll score one of the WWF's worst characters.

Unlock Spike Dudley
This is a loser's showcase. First, pick anyone who does not currently have a championship belt. Then, when Vince asks you to pick a partner, pick any non-champion. Win your first match on Raw, then when you have to go find a third person, follow these directions. First, go down the lobby stairs then turn right and go through the doors. Spike and Molly will be about to play the kissy-face game when The Dudley Boys bust in. Agree to help beat the Dudleys in the table match and you've unlocked Spike.

Unlock Jerry Lynn
1. Pick any one of the male non-title holders and enter Story mode.
2. Do not form a tag team.
3. Talk trash (do not attack).
4. Say you were just teasing.
5. Let time expire in roaming mode.
6. Win the Battle Royal.
7. Let the time expire in Roaming mode.
8. Win the Battle Royal.
9. Show up on the stage.
10. Win the next match.
11. Win the match after that.
12. Jerry Lynn is unlocked.

Unlock WWF Wrestlemania X-7 Arena
1. Choose any male non-title holder and enter the Story Mode.
2. Do not form a tag team.
3. Talk trash (do not attack).
4. Say that you want to kick the guy's ass from here to Tuscaloosa.
5. Find Vince McMahon in the parking lot.
6. Win your match.
7. Show up on the stage.
8. Win that match.
9. Win the WWF Title at Wrestlemania.

55 Bonus Creation Points
1. Use a created superstar.
2. Turn Vince McMahon down.
3. Talk trash.
4. Tell Michael Cole you want to kick his butt from here to Albuquerque.
5. Go to the parking lot for the match.
6. Win the match.
7. Show up onstage for the next superstar.
8. Win the next match.
9. Win the match at Wrestlemania.

Unlock Movies for Theater Mode
Follow the path to the Wrestlemania X-7 arena listed to the left. Once you win the WWF Title, the following movies will be available in Theater mode for your viewing pleasure. SmackDown! Commercial, Making Of SmackDown! Commercial, SmackDown!2: Know Your Role Commercial, Making Of SmackDown!2: Know Your Role Commercial, Credits, Dark Summit Trailer.

Unlock SmackDown! Arena
Beat 17 wrestlers in Sloberknocker mode with The Rock.

Unlock Shane McMahon & Stephanie McMahon-Helmsley
Continue going through Story mode until all Smackdown! cards (listed on pg. 71) are unlocked. Then follow the path to the Wrestlemania X-7 arena again. When you win the belt this time, Vince's offspring, Shane and Stephanie, will be unlocked.

Fight the APA (In Story Mode)
To Fight the fat men of the APA follow these steps.
1. Turn down the tag-team shot.
2. Talk all kinds of smack on the mic.
3. Go talk to Michael Cole.
4. Tell him you want to beat him from here to Azerbaijan.
5. Make sure you don't go to the parking lot.
6. Go to the APA office (it's the door on the right after you go down the stairs).
7. Tell the APA to get off their butts.
8. The match should start in their office.

⑥ Harry Potter/Sorcerer's Stone Cont.

Reaching the top shelf
If you approach a bookshelf and find that you can't climb it, press Square on a piece of a wall that is different-looking. Maybe it's a lighter color. Maybe it's the one with *Tale of Two Cities* on top.

Detective Potter reporting
If there is a bookshelf you cannot climb on, press Square and it will open. You will find different things that will help you inside. Also, there are parts on the castle walls outside that can be opened. To tell if the wall can be opened, it will be a lighter color. Press Square to open it.

Game	Publisher	Score	Issue
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	Dreamcatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adv.	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
⑱ Madden NFL 2002	EA Sports	●●●●◖	49

Madden cards dejá vú
First off, have your profile made up and loaded in. Then go do the Training mode in the Coaches Corner. You'll earn tokens all over the place. So do every play the game allows. The better you play, the more tokens you'll earn. After that, save your stats in the profile. Then go to the Madden Card section.

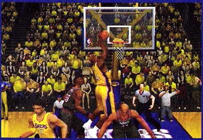
In here you can buy cards. Almost every card can normally only be used once. Save the profile after you have all the cards you want. You can activate all the cards you want, and after the game, most of them will be gone. However, they will only remain gone if you save your profile after the game. First, save the game, but do not save the profile. Restart the game. Start the game again and load the profile. Then, select Madden Cards: Activate. If done correctly, all of your cards should be back to the amount that they were. Do this after every game and you should be able to use the cheats indefinitely. Better yet, you can do this in Franchise mode.

Game	Publisher	Score	Issue
Martian Gothic: Unification	Take 2 Int.	●●●◖	52
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black-The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Int.	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Int.	●●●	5
Monster Rancher 2	Tecmo	●●●●	26

FORUM EXTRA

NBA 2K2: Replay Forum

Think you might quit because you can't stop the CPU from shooting 95%? Considering going back to NBA Live? Cool it. We've scoured the *OPM* message boards for what all the best PS2 ballers are doing to compete, and we deliver them to you.



Nice Look
First things first: If you're having trouble finding a camera angle you feel comfy with, try these settings: 4-4-4. Should clear up your camera blues.

Relax
If your team gets tired, they start to really suck at shooting. You need to keep them fresh. Use manual subs and keep them in and out at every stoppage. Even Allen Iverson gets weak knees around mid-quarter. A good way to save energy is to take your time when dribbling up court. Don't sprint. Jog or walk up and watch the play develop. Pass to the open man and pop a shot. Also, a 2-3 Zone is a good default, though the center might get pulled out of the lane. So be wary.

1st MIL 0
4:19 LAC 2

Shut your Trap
I have had good luck on D with the "half court trap." When the A.I. brings the ball up, let them cross mid-court then try to steal. Sometimes they go over-and-back.

On offense, you should use the practice mode and watch how the plays are set up. You can't just run and shoot like in other games. Pick four plays that work for you and save them.
punkboy68

Swipe-tastic
For defense set crash boards all the way up and double team when your opponent goes down low. Use the big man to stop them (guys like Shaq make it tough, though).

Plus, you can get around 25 steals a game if you use your best stealers to swipe the ball away when they throw the ball down low. Be quick or they will light you up with the three.
DanloRee

Tip Trifecta
On defense, always keep a guy good at stealing pestering the ball handler. You almost always steal it if you're on the side that the guy dribbling has it. Also, if a guy is going to shoot and you can't steal it, keep a big man behind the guy guarding the shooter, be the big man, and pack him every time.

On offense, take your best player (even KG can do this) and have him at the top of the key. Hit the juke move (if it doesn't work, try again after passing it around) and you will be able to get a lane to the hoop.
baseball1414

1st MIL 0
3:34 LAC 4

The Money Play
The challenge is gone! I now blow every team out by 20 points a game all because of one play. It's called "isolwingSG." Basically you isolate your SG on the wing (on the baseline out by the three-point line). All I do is post the guy up, then spin off him. I get to the hoop nine out of 10 times. Maybe it's because my shooting guard is Tracy McGrady. But when he gets tired I just use Grant Hill. Plus, I'm playing on All-Star. It's not like that's the only play I use, but when I need a bucket, I know I can get one anytime.
bobby13kidz

The Screen Door
Making shots in NBA 2K2 is hard enough if you've got someone in your face. Even if that someone is Spud Webb's size. The key is to shoot behind screens when you get the chance. Learn to call for a pick, too.

1st MIL 0
3:49 LAC 4

REPLAY FORUM

Cont. from pg. 119

this code for each autocatcher.

BEAT THE BEST TO BE THE BEST!
I want to create Todd Zuniga in Smackdown: Just Bring It, so I can beat him down next time he knocks the WWF in a review. So how bout some create-a-wrestler stats?
Benjidogg

We've all wanted to take a few shots at Zuniga. While he's much thinner and has more hair than this guy, here are starter stats.

Body Type
Thin

Figure
Head: 001
Eyes: 034
Nose: 008
Jaw:024

Facial Features
Eyebrow: 006 (0, 3, -48, -66)
Eye: 024 (0, 0, 0)
Cheeks: 065
Mouth: 055
Skin: 007, 003
Hair: 030 (-22, -26, -15)
Front Hair: 022 (-15, -25, -39)
Back Hair: 029 (-24, -16, -29)

In the ring
Upper Body
T-Shirt: 004
Wristband: 002 (10, 0, 123, 113, 23)
Alphabet: 067, Chest (0, 107, 0, 0)
Alphabet: 068, Chest (0, 107, 0, 0)
Alphabet: 065, Chest (0, 107, 0, 0)
Elbow Pad: 83
Lower Body
Underwear: 001 (-13, -6, 57)

Cont. on pg. 124

Register on www.gamers.com and visit the message board to feel a part of OPM! Be the first to email opm@ziffdavis.com with the subject line "Jim Cordano is a hero" and get your OPM message board ID bumped to VIP status for one month.

Game	Publisher	Score	Issue
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
23 Monsters, Inc.	Sony CEA	●●●◖	51
Do everyone a favor and send us some legit tricks for this one. We got hands on some bogus tips that our game tester made short work of. So make with the tricks already, eh?			
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2 Int.	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Int.	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28

Game	Publisher	Score	Issue
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Int.	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL GameDay 2002	989 Sports	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	9
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	BAM!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Int.	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Int.	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro Int.	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman Brain Games	Ubi Soft	●●●	50
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Int.	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel Int.	●●●	41
㉒ Rocket Power Team Rocket Rescue	THQ	●◖	51

If you're over the age of 15 and you're enjoying this game, please call us directly at 1-800-I-AM-DUMB. Otherwise, we welcome you to use these cheats.

Level select

Complete the game in Story mode. All levels will be unlocked, allowing the icons to unlock the bonus characters to be found.

Tommy Pickles gets his rescue on

Go to the stadium level as any character and go to the loop-de-loop. Ride in it to see his icon and use the lightning bolt to go through to unlock Tommy Pickles from Rugrats.

Angelica Pickles drops from the sky

Complete the game in Story mode. Play the game in story mode again and go to the very last level in stage 4. Go to the building were you can ride up the blue walls. Grind down the pole at the top to get Angelica.

Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	HotB	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adven.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52

SPECIAL FEATURE

BLOODY ROAR II

Expert Mode

At the title screen, hold down L1 + L2 + R1 + R2 while selecting the mode you want to play in. The timer will be red instead of blue if you've done this correctly. Be warned, this mode is a doozie.

Unlock Shen Long

Complete Arcade mode without continuing. Then you have one chance to defeat Shen Long. Defeat Shen Long to make him a playable character.

Fourth costume

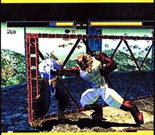
To get special outfits, beat the Arcade mode with each character. Once you do, you can access new costumes by pressing Start on the character selection screen.

Beast Drive attack

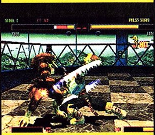
After defeating your enemy in the final round, go to beast form (if not beast already) and use your character's beast drive attack (L1 by default or the controller motion given in the manual). After the replays run through, your character's human win pose will be performed in front of the Beast drive attack background (grid walls and floor, black everywhere else).

SPECIAL STAGE
VS
Jenny
ShenLong

Shen Long



Beauty or Beast?



Definitely a Beast

TEKKEN TAG TOURNAMENT

Tekken Bowl Mode

Unlock Ogre to get access to Tekken Bowl mode.

Ambidextrousness

Once you've unlocked Tekken Bowl, try this. Using either Hwoarang or Baek, you can press Select when you can see your whole character to bowl left or right-handed.

Play as Tiger

Highlight Eddy Gordo at the character select screen and press Start.

Alternate outfits

There are bunches of hidden costumes in Tekken. Just hit Start instead of X to choose your character, and if they've got an alternate outfit, they'll put it on. Also, if you beat Arcade Mode with Armor King you'll gain the use of his new outfit. It's the same system to use it: hit Start instead of X to choose him.

Play as Angel

Highlight Devil at the character select screen and press Start.

Play as Gold Tetsujin

Win ten matches in Versus mode to play as Gold Tetsujin.

Play as Mokujin

Highlight Tetsujin, and hit X.

Bonus Characters

Beat Arcade mode with any character to unlock Bonus Characters. The order that they are unlocked is as follows:Kunimitsu, Bruce Irvin, Jack-2, Lee Chaolan, Wang Jinrey, oger/Alex, Kuma/Panda, Kazuya Mishima, Ogre, True Ogre, P-Jack, Mokujin/Tetsujin, Devil/Angel.

STAGE 1
46
INSERT COIN

Eddy

55
INSERT COIN

Armor King

STAGE 1
46
INSERT COIN

Jin

Game	Publisher	Score	Issue
Sammy Sosa			
High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown:			
Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	28
Scrabble	Hasbro Int.	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire Int.	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec/A1	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skydiving Extreme	Banpresto	●◖	49
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross			
Championship Racing	Crave	●◖	37

Game	Publisher	Score	Issue
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Snowboarding	Agetec	●●	43
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Int.	●	34
Spec Ops: Covert Assault	Take 2 Int.	●	52
Spec Ops: Ranger Elite	Take 2 Int.	●	46
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2 Int.	●◖	38
⑰ SpongeBob SquarePants	THQ	●●	51

Look, we've searched high and low for tricks for this one. We've searched high, low and somewhere in the middle, to be precise. Actually, if we're being precise, we've searched high, low, in the middle and two inches above "in the middle." Point is, we need some codes for SpongeBob's game. If you're one of the folks who bought it, take two and send us some kind of trick or tip. We'll take either.

Game	Publisher	Score	Issue
Sports Car GT	Electronic Arts	●●◖	21
㉑ Spyro: Year of the Dragon	Sony CEA	●●●●●	39

You know purple dragons are relatively rare in modern times. Usually they're green. Regardless, we can change all this purple business with your help.

Extra hit points

Pause the game and press Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle. If you entered the code correctly, a sound will be made.

Turn Spyro black

Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down. If you're on, you'll hear a sound.

Turn Spyro blue

Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X. Sound off if you're spot on.

Squish skateboard

Pause the game and press Up, Up, Left, Left, Right, Right, Down, Down, Circle, Square. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effects.

Game	Publisher	Score	Issue
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—			
Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—			
The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the			
Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKid Co	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●◖	16
Tiny Toon Adventures:			
Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons:			

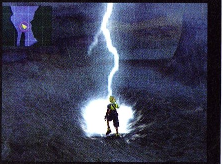
FORUM EXTRA

FFX: LIGHTNING QUICK

Ok, so you're having trouble dodging 200 consecutive lightning bolts. Don't worry, many others (including myself) have had the same problem. Here are some tips to dodge them.

1. Turn off the lights in the room!
This helps immensely in that you can see the flashes better, and you'll react much more quickly.
2. Keep a steady count in your head.
If you lose track, start over from the 10's digit before, so you won't overestimate your dodges, i.e., if you lose track at 157, start over at 150 and keep counting, and do not lose your concentration.
3. Pause when you feel tired.
Pausing will not reset your count, and it will help a lot when you dodge a lot of bolts and start to feel tired. Do not, under any circumstances, go for the extra 10 or so before you take a break. It will just mess you up. When you pause, write down the number that you dodged so you won't forget it. Go to the fridge, eat something, play another game, read a book, whatever, then come back and continue on.
4. Do not go in Rin's Travel Agency or Save
If you do, the counter will reset itself and totally screw you over.

Now for the important stuff. You wanna know where to dodge, right? Go north of Rin's Travel Agency, to the next screen. From there, go a little bit north and right. There, the lightning strike rate is 3x the regular rate. But



even better, go one screen south of the Travel Agency, and you'll come to a rather large area with small craters scattered around. If you stand in one of those craters, most likely the lightning will strike with a beat. By a beat, I mean it will follow a pattern that is relatively easy to follow, therefore making this minigame infinitely easier. For example, there is a crater not too far from the top of the screen. It is near a tower, and the lightning strikes at a beat of 1...2...3...4...5...6...7...8...BANG...1...2...3..BANG. ..1...2...3...4...5...6...7...8...BANG...1...2...3..BANG and so forth. Try it, I'll guarantee it'll make your life easier.

Billy Zhang
ZillyBong@aol.com

Got tips? Email them to opm@ziffdavis.com

REPLAY FORUM

Cont. from pg. 122

Tights: 073 (96, -22, -8, -30, -7)
Boots: 055 (112, -17, 62)
Belt: 005

RAW
TODD ZUNIGA

At the office
Pants: 015
Jacket: 050
Shoes: 014

TANKING IT

Having trouble with all the cars on the road in GTA3? I've got a solution for you. While playing enter the tank code (Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle). Enter the code 10 or 11 times to delete all of the cars on the road.

Matt Gabrielson
third420eye@hotmail.com

HUMMERMAN

The Humvee missions in GTA3 aren't impossible. Change your view (Select) so you can see under the trees.

Portland View

Then, start out with checkpoints that are in clumps, so you have some breathing room. If you can find three together that'll really help.

Jay
rebel35@gisco.net

Game	Publisher	Score	Issue
Tiny Toons:			
The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●◖	41
Tom Clancy's Rainbow Six:			
Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider:			
The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2:			
The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
11 **Tony Hawk's Pro Skater 2**	**Activision**	●●●●●	**38**

If you polled our staff, at least one of us would claim this to be the best game that the PS one ever played. Maybe it's because he's in the unlockable video as the guy who "never skated before." Regardless, cheat away. Anyone who's anyone has already beaten this game into oblivion.

Hidden characters galore

Pause the game, then hold L1 and press Square, Circle, Right, Triangle, Circle, Right, Circle, Triangle, Right, Square, Right, Up, Up, Left, Up, Square. If you entered the code correctly, the pause screen will shake.

All gaps and Private Carrera

Pause the game, then hold L1 and press Down, Up, Left, Left, Circle, Left, Up, Triangle, Triangle, Up, Right, Square, Square, Up, X.The screen shakes if you're good at following directions.

8 **Tony Hawk's Pro Skater 3**	**Activision**	●●●●◖	**51**

This is definitely no THPS2, but if you've beaten the first two, this is a necessity. Enjoy blitzing the game with these codes.

Special meter stays special

Pause then hold L1 and press triangle, right, up, square, triangle, right, up, square, triangle to always have a full special meter. The correct code will cause the screen to shake like Elvis' hips.

Extra points

Pause the game, then hold L1 and press Square, Circle, Right, Square, Circle, Right, Square, Circle, Right to have the level end with 10,000 points added to your score. If you're really hard for 10,000 points, we disown you. But if you entered the code correctly, the screen will shake like a leaf on a tree.

Play as Officer Dick

Successfully complete Career mode by completing all goals and getting all gold medals with a custom-created skater to unlock Officer Dick.

Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers:			
Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel Int.	●●	38

Game	Publisher	Score	Issue
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney's Jungle Book			
Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest			
Magical Racing Tour	Eidos	●●◖	33
War Jets	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro Int.	●●●●	17
Wheel of Fortune 2	Hasbro Int.	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Who Wants to Be a Millionaire:			
3rd Edition	Sony CEA	●◖	47
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys:			
Animal Adv.	Mattel Int.	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League:			
Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro Int.	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2:			
Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

TELL US WHAT YOU THINK

Drop us an email, let us know what you like the best about our new section, what you'd like to see more of, and even what you could do without. Send your comments to:opm@ziffdavis.com, with REPLAY in the subject line.

OPM EXCLUSIVE

NFL BLITZ 2002

Not everyone wants to play with a winged eagle at quarterback. We're kidding, of course. We know everyone does! Except for the handful of people who like throwing deep with a dolphin at the helm. Answer your quarterback question with these exclusive codes.

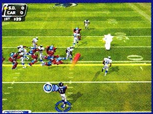
SELECT TEAM
DALLAS
DETROIT
OFFENSE
DEFENSE
SPECIAL
BACK
FORWARD

SELECT TEAMS
MIAMI
PHILADELPHIA
OFFENSE
DEFENSE
SPECIAL
BACK
FORWARD

SELECT TEAM
MINNESOTA
ST. LOUIS
OFFENSE
DEFENSE
SPECIAL
BACK
FORWARD

Character	Enter Name	Pin#
Cowboy	COWBOY	1996
Indian	INDIAN	1992
Silver Robot	ROBOTS	1970
Red Robot	ROBOTR	1974
Clown	CLOWN	1974
Dolphin	DOLPHIN	1972
Fat Player	RBL-DBN	9669
Viking	VIKING	1977
Bear	BEAR	1985
Eagle	EAGLE	1981
Horse	HORSE	1999
Lion	LION	1963
Pinto	PINTO	1966
Pirate	PIRATE	2001
Ram	RAM	2000
Tiger	TIGER	1977
Clown	MADISON	1220

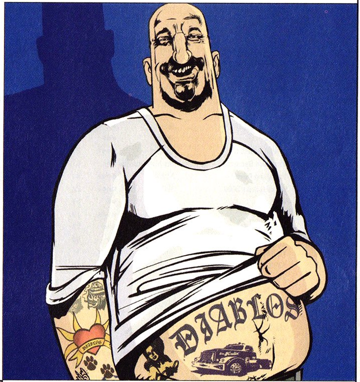
L2	R2	X	D-Pad	Result
NFL Logo	Helmet	Midway	Right	See More Field, If Teams Agree
Helmet	NFL Logo	NFL Logo	Right	Big Heads
Midway	Goal Post	Whistle	Left	Huge head
Helmet	NFL Logo	Ball	Right	Team Big Heads
Helmet	Helmet	Helmet	Right	Always Receiver, 2 Humans per Team
Whistle	Whistle	Whistle	Right	Weather: Rain
Midway	Helmet	Ball	Right	Weather: Clear
Ball	Goal Post	NFL Logo	Right	Hide Audible Names
Helmet	Whistle	Ball	Right	Team: Midway
Goal Post	NFL Logo	Ball	Right	Team: Crunch Mode
Whistle	Goal Post	Ball	Right	Team: Armageddon
Helmet	Whistle	Goal Post	Up	Team: Rollos
Whistle	Helmet	Ball	Down	No Fumbles if Teams Agree
Ball	Helmet	Midway	Down	No Highlight Target on Receiver
Helmet	Ball	Helmet	Down	Ground Fog On
Ball	Ball	Ball	Down	Extra Plays for Offense
NFL Logo	Midway	Helmet	Down	No CPU Assist if Teams Agree
Ball	Midway	Goal Post	Down	Smart CPU Teammates
Midway	Midway	Midway	Down	Tourney Mode in 2 Team Game
NFL Logo	Ball	NFL Logo	Down	Chrome Ball
Goal Post	Ball	Helmet	Down	Team: Brew Dawgs
Ball	Goal Post	Goal Post	Down	Team: NeoTokyo



SPELL IT OUT

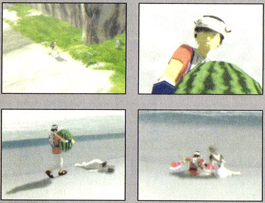
Anagrams are fun. You know, when you take a phrase and rearrange the letters to mean something completely different? We couldn't help but wonder what typing in some game-related phrases might yield. Try some yourself—and send your results to opm@ziffdavis.com with the subject line "ANAGRAMS."

Legacy of Kain:
Fake any logic, Fang lice okay
Grand Theft Auto:
A fated thug torn, A hated front gut, A fatted grunt ho
Virtua Fighter:
A furtive girth, A river-fit thug, River fat: Hug it
Resident Evil:
Ed revels in it, NES delivers it?, It needs liver, Rent "Die Elvis", Divine Lester
Devil May Cry:
Dry, evil YMCA
Fatal Frame:
A fat elf arm, A fetal farm, Fear Fat Mal
Metal Gear Solid:
A treadmill goes, A medallist ogre, Damage trollies, A galled erotism
State of Emergency:
Eat gnome feces. Try!, Feces enrage my tot, Teens cremate fogy
Maximo:
Maim ox
PlayStation:
A slain potty, A Stalin typo, A play it's not, A ton sit, play
Final Fantasy:
Falsify an Ant, Anal Taffy Sin, Anal Fisty Fan



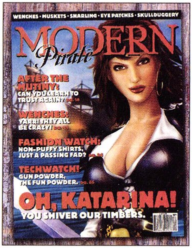
ICO AND HIS MELON

When you beat Ico, remember letting the credits roll through until you found yourself controlling Ico? And then you walked on the beach toward Yorda for the game's real ending? Well, get this: The game's Japanese version allows you to wander around to the mountain wall, where you find a watermelon patch. Pick one up and carry it over to Yorda, and then watch as the two eat watermelon by the seashore. How fruity.



FOR THE EDUCATED PIRATE

EA Games and Westwood Studios put a little more effort than usual into promoting their game Pirates: The Legend of Black Kat to us. As a parody of popular magazines like *Maxim*, they submitted an issue of "*Modern Pirate*," with none other than their own game's heroine on the cover. In addition to the entertaining pirate issues that the cover lines refer to, inside reveals things like a quiz on how well you know your first mate and a top 10 list citing common pirate résumé blunders (#7: "Led successful mutiny").



WENCHES · MUSKETS · SNARLING · EYE PATCHES · SKULLDUGGERY

MODERN Pirate

AFTER THE MUTINY: CAN YOU LEARN TO TRUST AGAIN?

WENCHES: YARR! THEY ALL BE CRAZY!

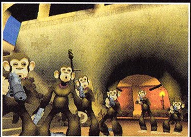
FASHION WATCH: NON-PUFFY SHIRTS, JUST A PASSING FAD?

TECHWATCH! GUN POWDER, THE FUN POWDER.

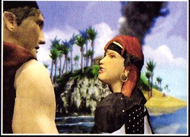
OH, KATARINA! YOU SHIVER OUR TIMBERS.

CAPTION CONTEST

Every month, we select a screenshot from a featured game and ask you to come up with a funny caption for it. Pirates: The Legend of Black Kat is ripe for the witty text supplement this month. Send your incredibly hilarious entries to opm@ziffdavis.com with the subject of CAPTION CONTEST.



WINNER!
Don't laugh, we really are trained in guerrilla warfare!
JZ Zaranka, SimmsQB@aol.com



CAPTION THIS
What's going on between this crewman and *Modern Pirate*'s cover girl? Let us know now.

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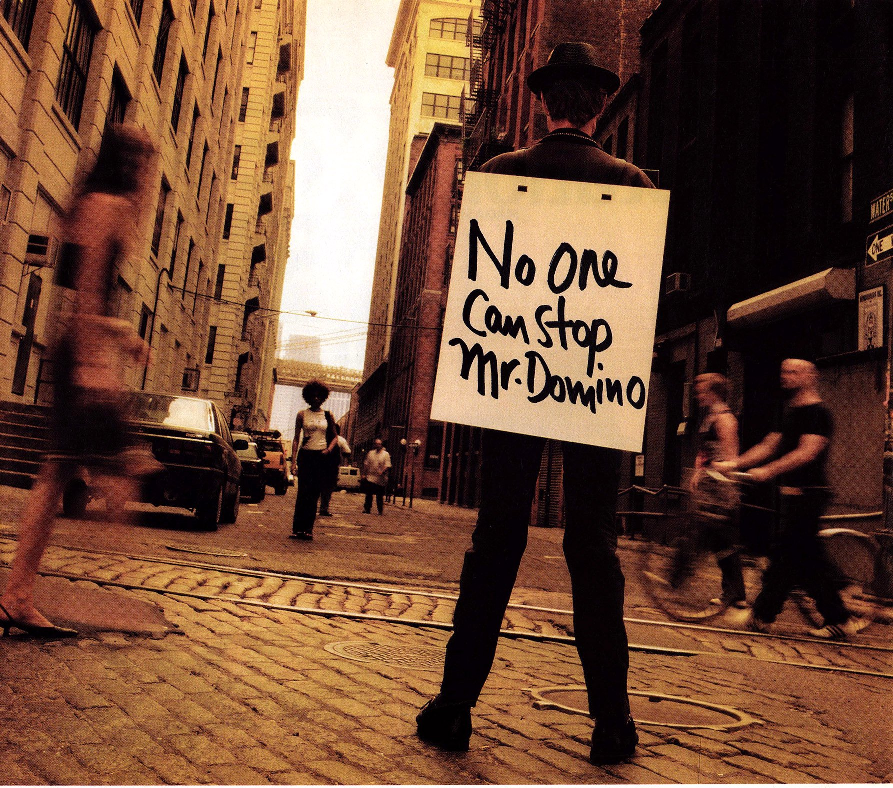
No one
Can stop
Mr. Domino
WATERS
ONE

Hints, codes, reviews, screen shots, release dates, movies, updated everyday.

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May 2002
On sale April 9

OFFICIAL U.S. PlayStation MAGAZINE

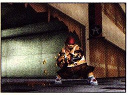
Spider-Man

Spider-Man
Spider-Man
Does Whatever a Spider Can
Spins a Web
Any Size
Catches Thieves
Just Like Flies
Look Out
Here Comes the
Spider-Man

Can you guess our cover story?

April 2002
On sale now

ELECTRONIC GAMING MONTHLY

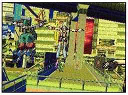


Riot Act

It's the game everyone's been talking about since Grand Theft Auto III. Is State of Emergency really as nasty as you've heard? Behind-the-scenes info and the first review!

April 2002
On sale now

GAMENOW



Britney!

The girls are coming to *GameNow* with both Britney (PS2) and Buffy (Xbox) making an appearance. Plus, check out Jet Set Radio Future and tons of cool tips for Jak & Daxter.

April 2002
On sale now

COMPUTER GAMING WORLD

NOLF2

NOLF? That's No One Lives Forever. Kate Archer is back, and *CGW* has an exclusive behind-the-scenes look at the sexiest shooter on PC. Plus, tips for EverQuest and more.

Editorial content subject to change

On Sale Now

NEW! for XBOX
INSIDE: EVERY XBOX GAME REVIEWED AND RATED!
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JET SET RADIO FUTURE
SEGA SPORTS ON X
GIANT HALO REVIEW
LORD OF THE RINGS
POCKET games
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SONIC!
CRASH!
DOOM!
HARRY!
EXPERT GAMER CODEBOOK
THOUSANDS OF CHEATS CODES & TRICKS
PS2 XBOX & GAMECUBE
25 PAGE FINAL FANTASY X STRATEGY

LOOK FOR XBOX NATION #2 AVAILABLE MARCH 26, 2002

Only on Newsstands!

From the same people who bring you *Electroni Gaming Monthly, GameNOW* and *Official U.S. PlayStation Magazine*, these special magazines can be found only on the newsstands or throug back order. Look for the premier issue of *Xbox Nation, Pocket Games*, and *Expert Gamer Codebook*, on stands now. You can find these magazines at Borders, Waldenbooks, Barnes and Noble, B. Dalton, Babbage's, GameStop, Funcoland, Wal-mart, Best Buy, Kmart, Target, Walgreens, CVS, Kroger and Safeway.

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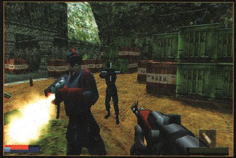
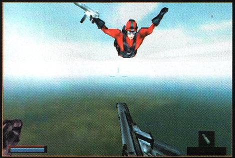
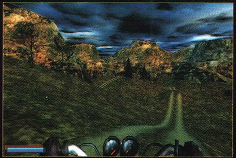
SHE'LL BREAK YOUR HEART WITH A .44 SLUG.

The Best Single Person Shooter of the Year* is back—with over 60 levels of hard-core gaming adventure. You'll discover four never-before-seen levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, quick wit and the stealthiest moves around, she's ready to take on any enemy. Are you?







TEEN
T
CONTENT RATED BY
ESRB

Comic Mischief
Mild Language
Violence

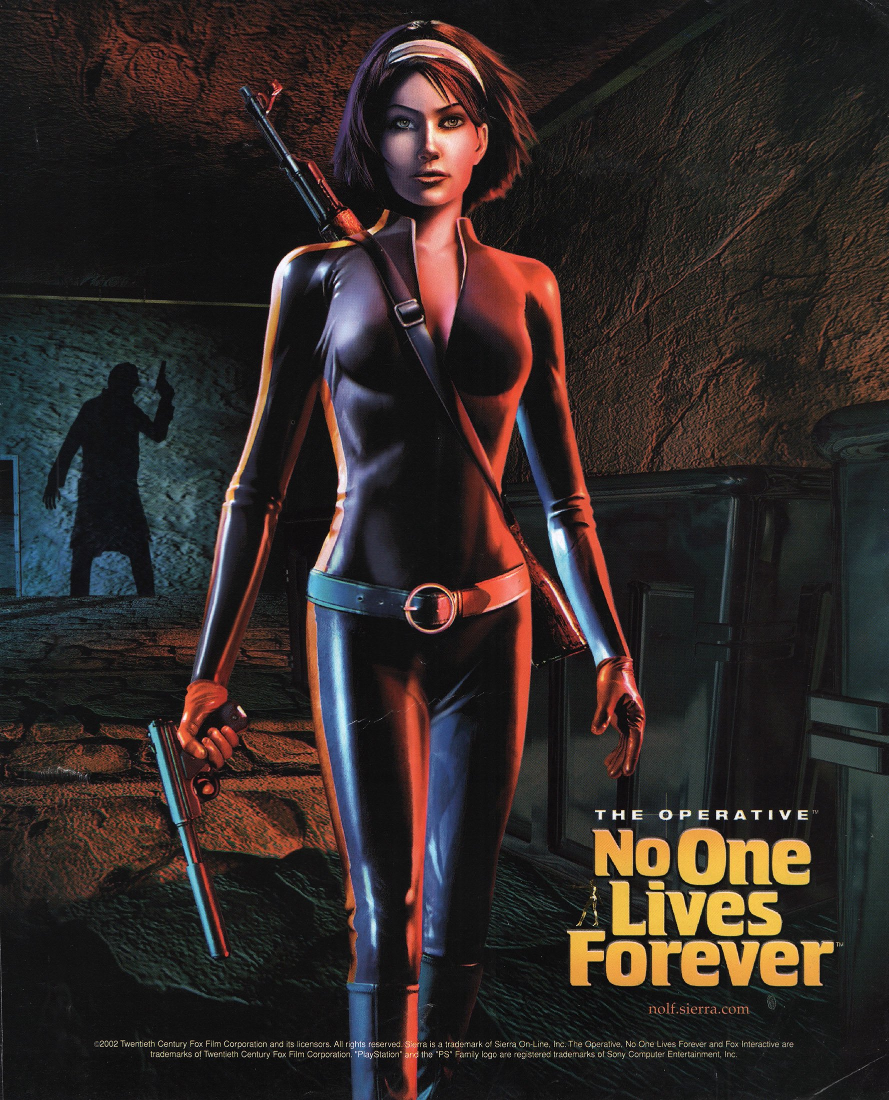
PlayStation 2

MONOLITH™

FOX INTERACTIVE™

SIERRA

*Computer Gaming World, 2000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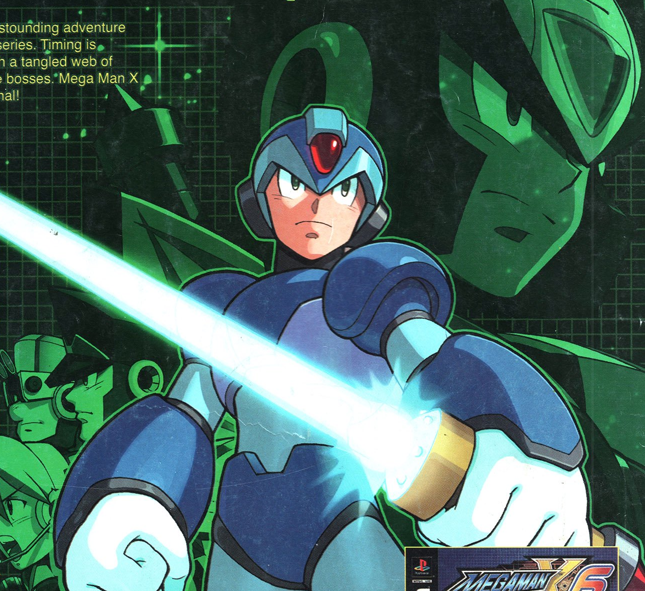

EVERYONE
E
CONTENT RATED BY ESRB

Violence

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PlayStation

PlayStation
MEGAMAN X6
EVERYONE
E
ESRB
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